3006

The Machine King



A Nightmare scenario for *Cthulhu By Gaslight*

Geoff Gillan &
Dean Engelhardt

A Mechanical Nightmare Awakens

Victorian London:

Heart of the most industrialised empire the world has ever seen. A heart that pounds to the rhythms of steam hammers, pistons, and whirring cogs.

Since the time of the Industrial Revolution over a century ago, London has been at the forefront of mechanisation. Every facet of life now brings men of all stations into daily contact with the coldly implacable machines which free them from the back-breaking labours of earlier generations.

The rise of the machines cemented Britain's dominance over the world . . . but has it made men slaves to the very machines that were built to liberate them? And do the machines have their own cruel ambitions and dreams?

Curious reports have begun to circulate London claiming the impossible: machines have been witnessed acting on their own volition, attacking innocent men and women.

What strange power drives otherwise unremarkable lumps of cold metal to murder? What fuels the odd machine-haunted dreams that nightly plague hundreds of Londoners?

In a world ruled by machines . . . who *rules* the machines?

The Machine King

A CTHULHU REBORN PUBLICATION

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The Machine King

A Gaslight Nightmare of Steam-Powered Terror

by

Geoff Gillan &
Dean Engelhardt

Clear Credit

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Maps and handouts by Dean Engelhardt

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Author's Note

Once more Dean Engelhardt has ushered into a new and improved form a musty old work from my Cthulhu-writing past. For once when I say musty it is not hyperbole. The manuscript was feared lost when most of the contents of my home were destroyed back in the Wollongong floods of 1998. Since it was written years before, for a Chaosium Dreamlands book that never got beyond the planning stages, the typescript was the sole copy. After the flood cleanup it could not be found. I felt its loss quite keenly since unusually among my own works, I actually liked it. Years passed and my friend and brother in law, Martin Knight was clearing out his garage and found a garbage bag full of stuff from my flood cleanup. The cleanup had been a frantic drive to claw up as much as could be salvaged since we were warned by the cops that looters would be by as soon as the premises were left unattended. Boxes and bags were packed up and went in all directions. In the garbage bag were a bunch of my old manuscripts, still stinking of river mud but essentially intact. I rejoiced that some lost material had been found, but being then in the middle of yet another house move, I boxed it all up in an airtight container and promptly forgot about it.

Skip forward another decade and I was contacted by Dean who wanted to bring to life an old adventure of mine, ***The Past Is Doomed***. I let him loose and in the process gained not just an editor and colleague but a good friend. As you all probably know Dean has an insatiable hunger for old Chthloid scribblings and is probably more to be pitied than shunned—in this spirit, when he asked me if I had more from the old days, I began to wonder. Was ***Machine King***, the unwanted Dreamlands scenario still around? Could it be that Martin, ironically one of its original playtesters, had salvaged it unknowingly from the river muck? I had a vague feeling it was among those papers but it had been so long I could not honestly remember. So I rummaged through the papers in my current house in Brisbane and there after much digging in all the wrong boxes was a clean Manila envelope with an ancient manuscript inside. Also there were all the notes and photocopies of steam-age illustrations that had inspired it. The original book ***Machine King*** was intended for was abandoned before the piece was viewed by an editor, so the draft still needed a lot of work. Dean has proved himself more than equal to this task. He has thrown himself so enthusiastically into shoring up its creaky beams he became a co-author as much as editor, and a welcome one at that.

For the last few years I have taken an unexpected detour into *Call of Cthulhu* past: revising ***The Past Is Doomed***; adding an historical essay and research to the upcoming revision of Love & Morrison's ground-breaking ***Terror Australis***; writing some new background and adventures for the Second Edition of ***Horror on the Orient Express***. Now ***The Machine King*** completes that cycle. There is no more past material to disinter: from here on it is all fresh meat.

So here is ***The Machine King***, genuinely reborn, with new content, gorgeous new art, and thanks also to Dean's generosity free to the *Call of Cthulhu* community, you to whom I owe much. Your kind interest has kept me going through many long years and I thank you, and salute you. I hope if you see my by-line on some future work you will check it out, for old time's sake.

Long may you reign, and longer may you gibber.

Geoff Gillan, Christmas, 2013

Original Playtesters: Rhonda Gillan, Cathie Knight (now Cathie Gillan), Jason Rowland, Martin Knight, Greg Cech, Darren Gore, John Evans, Andrew MacInnes, Bruce Cech, Grant Horrocks.

The Machine King

In which the Investigators learn that not all dreams eschew the trappings of the modern age, nor all dreamlands denizens its power.

Scenario Considerations

This adventure takes place partly in the 1890s Britain of *Cthulhu by Gaslight* and partly in a strange, dreamlike place outside the realms of the normal reality. This curious province – known only as the Machine King's Realm – is fuelled by the insane designs of a mad inventor. It is not part of the better-known "lands of Earth's dreaming," as outlined in Chaosium's *H.P. Lovecraft's Dreamlands*, but shares some of the same mutable characteristics of reality common to that ephemeral space. Thus, the scenario makes references to mechanics from the Chaosium Dreamlands setting, which are helpful but not essential for running this adventure. Key descriptions of the most important skills relevant to Dreaming are summarized on page 23.

The scenario draws on imagery from the Industrial Revolution, when steam-driven machines began to dominate the once rural landscape of Britain. A good illustrated book on the subject will reward Keepers with much inspiration for evoking the necessary images of the Machine King's Realm.

Credit must be given to the following works inspirational to this piece: the Friedrich Engels' book *The Conditions of the Working Class in England* and the silent movie masterpieces Fritz Lang's *Metropolis,* Chaplin's *Modern Times,* and Keaton's *The General* (for the steam train chase).

Keeper's Background

With the advent of the power of steam in the late 18th Century in Britain, the nation — and later the Western world — became industrialized. Harnessing steam power, inventors created machinery which industrialists then built. The former became famous, the latter wealthy. One man in this booming period of expansion who was denied both fortune and fame was Lester Hemdale. His inventions ridiculed by some and stolen by others, Hemdale saw Industrialist Kings grow rich on his ideas while he lived in poverty and eventually died full of bitterness.

But Hemdale had a strange way of creating his inventions: He invariably dreamed them.

Even as a child, Lester Hemdale's dreams were different than those of other children. Where they dreamt each night of different lands — of fairies, kings and queens — Hemdale's nightly reveries always took him to the same place: a grey and featureless landscape of endless cogs and machinery. In his dreams, long lines of listless men and women dressed in plain tunics tended to the whims of impossibly huge cast-iron monstrosities.

These curious dreams had a pronounced effect on the way Lester Hemdale's life unfolded. Growing from a spindly and effete child into a young man, his thoughts were perpetually

dominated by machines: gears, cogs and engines were his only fascination. By the time Hemdale reached adulthood, this obsession had grown into a mania. No longer content with the primitive metal creations that men of his day had fabricated, he was driven by a desire to create something better, to invent something more like the machines that dominated his dreams.

Night after night during his adult life, Lester returned to his curious dream realm. There, he would spy the rude prototypes of the machines he later created. He would see these creations in the living, breathing machine-things that dominated that strange place. Then he would return to the waking world to give life to his ideas. But, although his dream-inspired creations were revolutionary in their own way, they were scorned by the established industrialists of the day. They adhered to none of the established principles of engineering and, furthermore, their inventor could not explain the mechanism by which they functioned. Instead of being hailed as a genius, Hemdale was portrayed by industrialists and inventors of the day as a charlatan. His baroque mechanical creations didn't grace the factories of Industrial England; instead they languished as curiosities rusting in the inventor's workshop.

Eventually, Lester Hemdale died a broken man. When he did, something quite peculiar occurred – while his physical body lay on its deathbed, Hemdale's consciousness separated from it to live on in the land which he had dreamed about throughout his life. But his dream travels through the steam-filled realm were now tainted, haunted by the calls of the machinery. He had returned to the Machine King's Realm full of an ambition but fuelled by hatred and regret. He began to construct the Dream Machine, a device that would feed off the power of other Earthly dreamers and convert Hemdale's own wild fancies into realities of iron and steel. With this he would create what he was denied in life, an industrial landscape ruled by only him.

For 120 years he toiled. Over that time his grand creation– The Dream Machine – grew more and more ravenous for power. The sullen and weary echelons of workers already enslaved within his mechanical dream world were no longer enough to tend to the machines and the hunger and terrible demands of the Dream Machine itself. There was only one place Hemdale knew where he could extract more power and more labour – he instructed the Dream Machine to cast out its tendrils across the dimensions to seek out sensitive individuals on Earth with a penchant for dreaming. Those snared within the net cast by Hemdale's Dream Machine took on the same unusual propensity which the inventor had displayed in life – rather than dream of the normal lands of Earth's Dreaming, those souls dreamed only of the realm of the Machine King.

Genesis of the Machine King's Realm

When Investigators visit the Realm of the Machine King in this scenario, almost all of its features exist in a form that has been modeled after the dreams and desires of the erstwhile Lester Hemdale, who has ruled there for over a century.

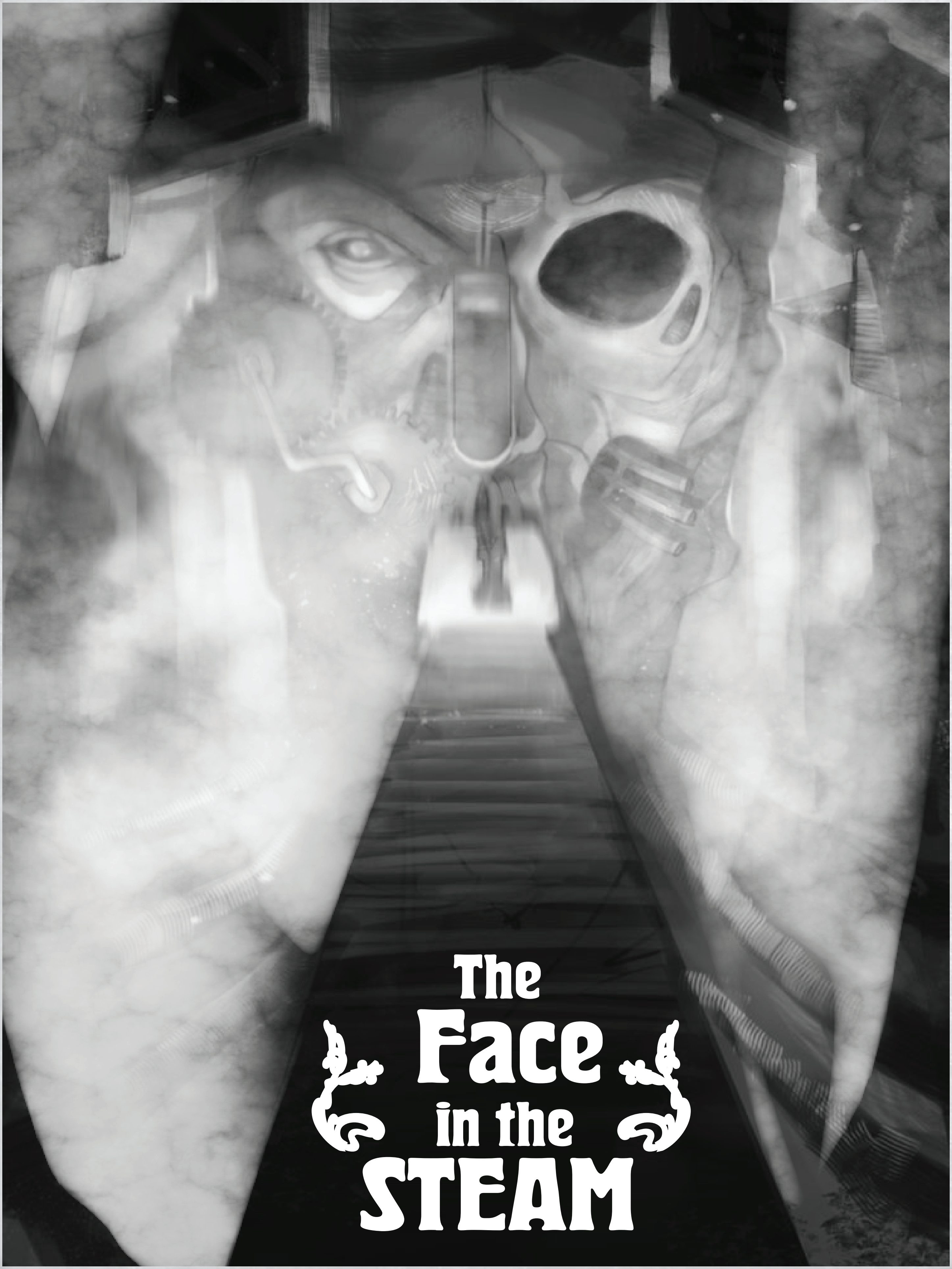
Yet the curious realm did exist prior to Hemdale's transmigration … for it was the place of which he dreamed all through his life. The realm began as a cold, mechanical place crafted from the dreams of Azathoth, the mindless engine of all creation. Some have even posited that it might have been fueled by the machine dreams of ancient civilizations that predated man, but that knew the cog, the wheel, and other less wholesome devices.

In time it was inhabited by lesser dreamers and shaped by their coming. Later it was sustained by the mad schemes of inventors through the ages until finally those of the Industrial Revolution gave it its final shape. Former dreams of a green and pleasant England were crushed beneath the unyielding cogs of enormous steam-driven monstrosities as the dreams of the agrarian workers were forever crushed. These shattered dreams coalesced into a realm in which the nightmare machines ruled mankind, a dark mirror of reality. When Lester Hemdale's own machine dreams became increasingly mad, this dreamland became fertile ground for his abominations to become its driving force and he its mad Machine King.

Hemdale earnestly believed that this was a gift to those still living, although the dreamers who found themselves nightly transported to serve the Dream Machine soon became slaves barely distinguishable from those who had lived out their lives in services to the machines. Despite the fact that it was Hemdale himself who pressed into service all those around him to run his infernal machines, he remained convinced this was a boon to the land and could not see the ruin about him.

Eventually the Dream Machine and the ranks of living dreamers coerced into serving it grew even beyond a scale that Hemdale could conceive.

This had two rather unexpected effects. The first was that as the ranks of dream slaves swelled, some among them saw



The Face in the STEAM

for the first time a chance to overthrow their mechanical oppressors by force of numbers. Thus it was that a shadowy underground resistance movement crystallized around a handful of vocal dissenters.

The second unanticipated development was that the power of the Dream Machine grew to the point where it could reach out more tangibly across the dimensions and subtly influence the waking world. Its first tentative move was to establish a beachhead in the real world by partially inhabiting one of Hemdale's machine prototypes there, a ponderous creation which had rested largely forgotten for decades in a Sussex warehouse owned by the London Museum of Patents. This machine became an earthbound version of the Dream Machine, albeit with far weaker powers.

Now established, the Dream Machine has recently stretched its tendrils again, spreading its influence still further into the waking world. By obscure means, it has arranged for Hemdale's machine prototype which houses its influence on Earth to be included in a grand and much-publicized special exhibit at the London Science Museum. Its transfer to London – a metropolis crowded with machines and the seething throng of humanity – gives it vastly more power, especially at night when thousands dream nearby. Using this power, the earthbound Dream Machine has entered into the Victorian-era machinery of its Gaslight era surrounds and experimented with awakening such mundane machines and bending them to its cold and uncaring will. These tentative trials, in which worldly appliances and industrial machines have "dreamed themselves alive" for a short periods, have created minor havoc. But the Dream Machine hungers for more.

Simultaneously, another plot has been set in motion. Learning of the newly-forged connection between the Machine King's Realm and the Waking World, the resistance movement has bold plans to use that link for its own advancement. In a daring, almost foolhardy move, the underground movement briefly smuggled one of its own members – a young girl named Yern – into the chamber of the Dream Machine. Her goal was to make use of the link between worlds to contact the waking world and search for those who would aid in the fight against The Machine King. For there is a tale told among the ragged and broken slaves of the Dream Machine which says that one day the machines will fall ... at the hands of a dreamer from the Waking World.

Dreaming Elsewhere in Britain or the Colonies

As written, the scenario assumes a setting of London, sometime in the 1890s. However, there is little that would need to change to relocate its action elsewhere in Britain or indeed anywhere in the British Empire.

The display of curious inventions from the Industrial Revolution is part of the collection at the London Science Museum (part of the Victoria and Albert Museum in Kensington). However, it is of sufficient novelty and interest to Victorians that it could conceivably tour around England, Scotland, Ireland, or wherever else in the British Isles suits your gaming needs.

While it would be a much more sizeable undertaking, it is also possible that the "Machine Kings" exhibition of oddities could be taken by steamer to tour more broadly around the more prestigious museums of the British Colonies or perhaps even to the United States of America.

LONDON



Investigator Introduction

The Investigators become involved in this scenario via rather mysterious and unconventional means. It is assumed that some or all of them live within three or four miles of the earthbound version of Hemdale's Dream Machine, which has recently awoken in West or South-West London. Like everyone else who resides in that corner of the metropolis – from Wembley to Southwark, Richmond to Islington – their nightly slumber is impinged upon by the Machine's malign influence. One night, a day or two after it goes on display in the London Science Museum, the Investigators experience a disturbing dream, as described in "The Face In The Steam" directly below. As part of that dream-encounter one of the Investigators becomes singled out by Yern as the "chosen one," the prophesied savior of the machine slaves. This individual will henceforth be mysteriously linked to Yern and will – even while awake – receive visions. These will nudge him or her along a path which the young freedom fighter believes to be the saviour's destiny: to travel to the dystopian dimension ruled over by the Machine King and there to overthrow its tyrannical ruler.

The Face in the Steam

It begins with a dream.

One night all the Investigators have the same dream. Having descended into slumber, they find themselves enveloped in clouds of steam. The first intimation of their surroundings comes from feeling cobblestones underfoot, grimy and thick with soot. The steam clears to reveal the Dreamers standing together as a group atop a cobbled hill, looking down at a vast landscape of chugging factories, belching funnels, and sordid hovels.

Those who are seasoned travellers in the realms of Earth's Dreaming (i.e., the "Dreamlands" described by H.P. Lovecraft) feel instinctively that this dream is unlike those wanderings and lacking in the freedom to affect the course of the dream. Yet it is no mundane dream either.

In the surreal landscape, half-seen creatures wander in nearby banks of steam. Hunched and filthy, it is impossible to tell if they are human or not. They lurch in strange ways and have no limbs in places where they should. High-pitched cries, like the squeal of metal on metal, faintly disturb the silence.

Just as the Dreamers have taken in these odd surroundings, the dream alters and they find themselves in a vast chamber of whirring and clashing machines. Pistons pump and jets of steam shoot out, threatening to scald the Dreamers. Slowly the Dreamers pass through banks of machinery, none of which appear to serve any practical purpose, towards a massive central machine. This machine is a combination hammer, lifter, folder and presser. Its gears and cogs and levers form the crude features of a mechanical mask, hideous in its lifeless, uncomprehending stare.

Suddenly the Dreamers realize they stand upon a moving path, and one that is delivering them into the giant maw of the machine. The steam hammer, huge as a house, pounds down upon the path as the Dreamers are drawn ever closer.

Try as they might, the Dreamers can still not alter the course of their dream – they are unable to move as the conveyor draws them inexorably towards the edge of the pounding plate. Then, out of nowhere, a hand unexpectedly catches them and drags them from the brink. In that same instant the machine face becomes one of flesh and blood: an old man with heavy jowls, yellowed eyes, and a yellowed eighteenth century wig over lank, grey hair.

Having saved them from certain death, their rescuer vanishes without a trace, leaving his or her identity a mystery unknown to all Dreamers ... save one. Just prior to this disappearance, one of the Dreamers catches a fleeting glimpse of this savior.

Have each Dreamer make a **POW**°5 roll. The one who succeeds with the lowest roll (or who makes a critical success, i.e., rolls less than 1/5th of their skill) sees the face of



the person who has delivered them from the machine: it belongs to a young girl. She is thin and pinched of visage, with eyes that hold great horrors in their grey depths. She is dirty and clad in drab overalls. The one Dreamer who sees the girl, Yern, forms a link with her which will last the remainder of the scenario.

Any Investigator who Fumbles their **POW**°5 roll (by rolling 96-00) at this point, instead suffers a most horrible, though thankfully illusory, transformation in the real world. Such Dreamers awake in their own beds with everything as it was before they slept ... except, looking down at their own body they see that their limbs have been replaced by a clumsy concoction of rusty gears and levers, moving in idiot motion back and forth. **SAN** loss for awaking to such a terrible discovery is 1D3/1D6. Although this vision is extremely realistic, it is in fact nothing more than a dream that has spilled over to affect the Dreamer's waking mind: any other individual viewing the Dreamer sees his or her limbs as normal. This apparition lasts 1D10 rounds. If the Investigator is driven temporarily or indefinitely insane it is in the form of mechanophobia: fear of machines. Any further insanity on the part of that Investigator takes this form for the rest of the adventure.

The Machinery of Dreams

After dreaming of the Face in the Steam, Investigators likely spend the following morning comparing notes and trying to understand what they have encountered. This is particularly true for the Investigator who spied Yern, their savior in the dream. That Investigator begins to have strange visions of the young girl at every turn (see the nearby box "Visions of Yern").

Irrespective of these after-effects of their dream, the Investigators' attention is soon drawn to other curiosities delivered in the morning newspaper.

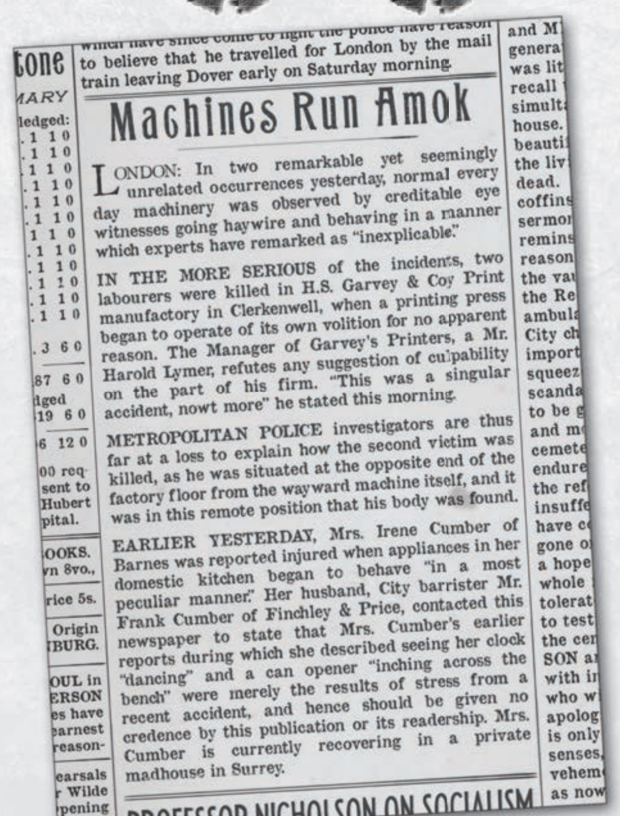
Whichever morning paper the Investigators are accustomed to reading carries the following story. If the Investigators are from London then the story appears close to the front page. Other areas of Britain carry the piece deeper in the newspaper, and it requires a Spot Hidden to find.

Also in the same newspapers is the following advertisement. It is quite prominent, and needs no searching to find. Out of the London area the advertisement mentions local dates, but state London as the starting point for the tour.

Visions of Yern

Over the next days, the Investigator who made the link with Yern – the girl from the dream – begins to see her pinched face and anxious eyes everywhere. Every time an NPC is encountered by this Investigator, ask for a Sanity roll. A failed roll leads to no loss of Sanity, but delivers a curious illusion: Instead of seeing the NPC before them, the affected Investigator sees Yern. The girl gives the Investigator a plaintive message: "Help us." Even if the Investigator succeeds in his or her Sanity roll (but does not make a critical success, i.e., roll under 1/5th of current Sanity) he or she still sees the face of the girl, but is able to be convinced it is not, in fact, her. Once convinced, the apparition dissolves. It is only when making a critical success on the Sanity roll that the Investigator actually sees the NPC standing before them as they actually are, rather than seeing the face of the dream girl. Only when the Investigator rolls a critical success will he or she not see Yern at all.

This strange phenomenon continues until the Investigator who shares a link with Yern has visited the Science Museum in the waking world, after which the message alters (see "The Dream Machine Prototype" on page 16).



to believe that he travelled for London by the mail train leaving Dover early on Saturday morning.

Machines Run Amok

LONDON: In two remarkable yet seemingly unrelated occurrences yesterday, normal every day machinery was observed by creditable eye witnesses going haywire and behaving in a manner which experts have remarked as "inexplicable."

IN THE MORE SERIOUS of the incidents, two labourers were killed in H.S. Garvey & Co' Print manufactory in Clerkenwell, when a printing press began to operate of its own volition for no apparent reason. The Manager of Garvey's Printers, a Mr. Harold Lymer, refutes any suggestion of culpability on the part of his firm. "This was a singular accident, nowt more" he stated this morning.

METROPOLITAN POLICE investigators are thus far at a loss to explain how the second victim was killed, as he was situated at the opposite end of the factory floor from the wayward machine itself, and it was in this remote position that his body was found.

EARLIER YESTERDAY, Mrs. Irene Cumber of Barnes was reported injured when appliances in her domestic kitchen began to behave "in a most peculiar manner." Her husband, City barrister Mr. Frank Cumber of Finchley & Price, contacted this newspaper to state that Mrs. Cumber's earlier reports during which she described seeing her clock "dancing" and a can opener "inching across the bench" were merely the results of stress from a recent accident, and hence should be given no credence by this publication or its readership. Mrs. Cumber is currently recovering in a private madhouse in Surrey.

PROFESSOR NICHOLSON ON SOCIALISM

HANDOUT 1

The Industrial Revolution

The Industrial Revolution was that revolution of economic and social change which swept through the western world after the advent of machine power. Traditionally its beginnings were in Britain after the invention and refining of the Steam Engine circa 1769, although there were recorded machines before then, which helped create the climate wherein later developments flourished. The peoples of the time changed from a rural population to an industrialized one. The face of work changed completely. No longer did a worker ply his craft and sell or trade the fruits of his labour; now work was done in factories to regimented times and the processes of trade were handled by the owners of those factories, the industrialists. This led to horrid exploitation of workers and terrible conditions of labour for men, women and children. These included working under very dangerous conditions. Machine accidents were unforgiving and profound when compared to the injuries of the pre-industrial age. In the pursuit of profit, many of the industrialists forgot about even the basics of safety and humanity for their workers.

Most extraordinary of all were the machines themselves. A tidal wave of different machines for different industrial tasks swamped the marketplace as the importance of mechanized tasks was felt.

The machines were unsophisticated and gigantic. Huge foundries, massive steam hammers, contraptions of cogs and wheels and gears and pistons, these steam driven monstrosities performed tasks ten times faster than the most skilled craftsman. Later, other western nations followed Britain's lead and became industrialized. America, especially after the Civil War (1861—65) rose to become one of the giants of the Industrial Age.

For more information on the era, see "Museum Display" on page 13.

NOTICE

THE LONDON SCIENCE MUSEUM,

KENSINGTON,

is proud to present to the public a collection of remarkable artifacts from the dawn of the Industrial Revolution. This unique record of man's first steps into the machine age has been selected from collections lovingly preserved by the

LONDON MUSEUM OF PATENTS

AND THE

PATENT OFFICE MUSEUM.

THE "MACHINE KINGS"

display of scientific marvelry of yesteryear is presently on display at the Science Museum, where it may be viewed by discerning members of the London public throughout the next month ahead of a rail-road tour of major museums throughout Britain.

This remarkable display is open daily from 10 o' clock A. M. to 4 o' clock P. M.

Admission is by paid ticket only — Adults 6d; Children 2d; Financial patrons of the Museum 4d

HANDOUT 2



The Light of Day

Investigators whose interest is piqued by their morning newspaper's reports of strange machine behavior will likely want to follow up any leads they can in relation to those unusual events. This section describes some possible avenues of research and what can be learned from each.

It may seem a strange co-incidence that these odd machine-related events have occurred simultaneously with both the Investigator's own dream and the advertised display of the "Machine Kings" exhibit at the London Science Museum. This may spur the Investigators to visit the museum – the next section describes what they find when they pursue that avenue of investigation.

Newspapers

The newspapers contain the Handout stories as well as a brief article about the Museum's display, quoting the British Museum's Professor Cranfield Phelps, the man responsible for assembling the exhibition and curator of its display at the London Science Museum.

Calling at the British Museum

If Investigators contact Professor Phelps' office at the British Museum inquiring about the exhibit, they are given a cheaply printed handbill written by Phelps to promote the

Inanimate Dreaming

From the beginning of the adventure, Investigators begin to experience machinery behaving in bizarre and unnatural ways. This is due to the influence of the Dream Machine affecting the waking world not only through the dreams of the people but by inhabiting their machines and causing them to move by themselves ("dreaming themselves alive"). This is the cause of the machine accidents and curious occurrences so far reported in the newspapers.

As the Investigators encounter machines — including their own equipment — the Keeper should check periodically to determine whether said machines are affected. Devices inhabited by the Dream Machine display a life of their own. They will be by turns hostile, fanciful or just plain weird. A wrist watch may fly away like a butterfly, a hunting rifle may shoot champagne and purr like a cat, a locomotive engine may completely dismantle itself and refold to form a machine for pressing or stapling things (like Investigators).

Keepers should decide ahead of time how much they wish the Investigators to encounter the weird (and potentially dangerous) effects of animated machines first hand. Generally it's best to incorporate these bizarre transformations – including, potentially, changes to the Investigators' gear – when it is dramatically appropriate. It is more fun if a box camera comes alive while an Investigator is using it to photograph a vital piece of crime scene evidence than if someone simply sees it while passing a shop window on the street.

For simplicity's sake the likelihood that a machine may be affected by the Dream Machine's effects is based on the **POW** of the Investigator who encounters or owns the machine. This is modified by the SIZ of the gear, smaller items being more susceptible, larger items being less likely, and the effects more severe. Anything with a mechanical component is at risk. To check whether a machine is affected, roll d% against the probabilities listed below:

> **Small:** Flashlight, fob watch, can opener, cigarette lighter: (owner's or viewer's **POW**) × 5
>
> **Medium:** Bicycles, Coffee machines, telescopes: (owner's or viewer's **POW**) × 3
>
> **Large:** Locomotives, Factory machines, Aeroplanes: (owner's or viewer's **POW**) × 1

So, for example, a typewriter (medium size) owned or used by an Investigator with a **POW** of 15 may come under the influence of the Dream Machine when the Keeper decides it is touched by that device's foul energies, but only if the owner rolls under 15 × 3 = 45.

Sanity loss for witnessing self-animated machinery is 1D3/1D6. When describing this effect, Keepers should play up the latent horror associated with seeing something that looks perfectly mundane – indeed, perhaps has been owned and used by the eyewitness for years – perform in a blatantly impossible manner.

The Dream Machine's animation of an object lasts for 1D10 minutes.

display. In bombastic tones, this bill describes how ”some of these machines have not seen the light of day for decades, coming from private collections and the dusty depths of the Patent Office Museum. Furthermore, some of the works are from the more obscure figures of the Industrial Revolution, themselves in relative obscurity for more than a century.”

Phelps himself is nowhere to be found at the British Museum; people working at his office suggest that with the “Machine Kings” display having just opened, the good Professor is likely busy at the London Science Museum, ensuring that his precious machines are being well looked after. There is an underlying tone that suggests that British Museum staff somehow look down their noses at their smaller sister museum.

Libraries

Checking the libraries for histories of the Industrial Revolution is simple enough. Even the local bookstores carry at least one book on the subject.

Attempting to identify either the old man’s face in the dream or the vision or the young girl proves futile. No pictures of either remain extant, save for the photograph of the old man, Lester Hemdale, in the Museum exhibit (see ”The Forgotten Dreamers” on page 15).

The Unfortunate Mrs. Cumber

Investigators wishing to speak to Mrs. Cumber – the unfortunate middle-class housewife who claims to have been attacked by her kitchen appliances – find it difficult, if not impossible.

The Cumber residence is in Barnes, a semi-rural suburb south of the River and technically part of Sussex. Frank Cumber is aghast that his wife spoke to the press about the appalling incidents, and he believes the entire episode to be a hysterical symptom of his wife’s “illness of the mind.” Persistent and indecorous Investigators that pursue the issue further and ask Frank Cumber to elaborate on his wife’s other displays of aberrant mental health learn that he believes her mad because she has expressed wishes to leave him. “Patently a mad notion, I think you will agree, sirs.”

Cumber has sent his wife to a private madhouse in Surbiton, Surrey, called Sutherland House. He patiently explains to any callers (especially the press) that they will get nothing out of her since she is heavily sedated.

Frank Cumber is tall, greying, arrogant, forty, and completely unable to believe the interference of anyone will improve his or his wife’s positions. Thus he is hard to convince of anything, let alone being persuaded to provide information. He refuses to allow people into his Barnes house, affirming that he “will not let his home become a sideshow.” If pressed, he reminds any pushy Investigators that as a barrister he is well aware of his rights at law.

If asked about his wife, Cumber curtly informs the Investigators that he has given strict instructions to the staff at Sutherland House that she is to see no-one without his written permission (This is true). Cumber does have one weakness: a roving eye for the ladies. Female Investigators with an APP higher than 12 may have a chance equal to their best communication skill of getting past his defenses. In this case he reveals his wife slept badly the night before her “collapse,” complaining of nightmares (he himself had one about monster machines), and that he thinks she is strained. If Investigators manage to somehow get into Cumber’s kitchen they find everything quite normal now.

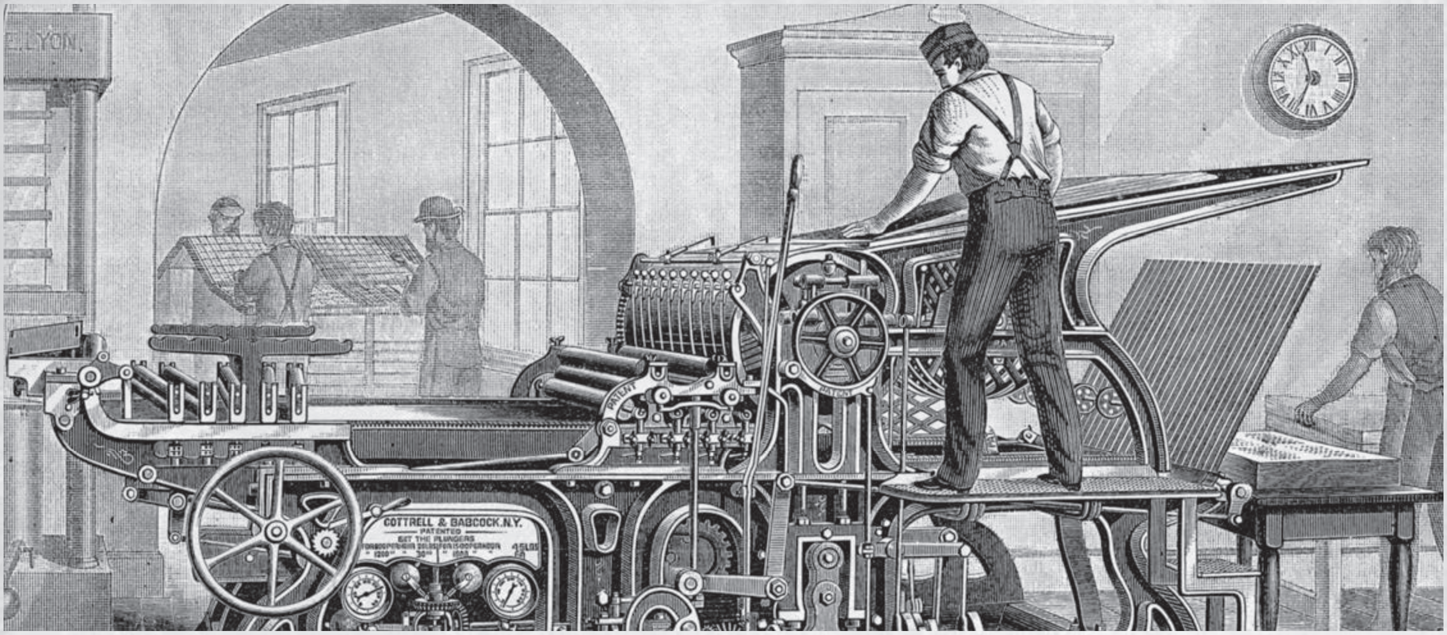
Applying to Sutherland House about Mrs. Cumber is met with reservation from the director, Dr. Jonathan Worthing. If the Investigator is a fellow medical professional or can convince Worthing that he is, he reveals Mrs. Cumber seems to be a straight forward case of mild hysteria coupled with some rather unusual dreams that seem to show a phobia of machinery.

If the investigators do ultimately manage to speak with her, they learn nothing – Mrs. Cumber has little to add. She exists as a red herring and as a departure for those players and Keepers who wish to get full measure from every situation.

The Print Shop

Harold Lymer, manager of the print shop, H.S. Garvey & Coy Printers in Clerkenwell, is at great pains to remove any liability from his shop or himself over the deaths of the two workmen. A fussy, perpetually annoyed man, he is especially put out by those he claims are the “idly curious.” Proving that they have some official status or are somehow sympathetic to his claims (and in a position to do something about it) goes a long way with Harold. Once convinced it is in his own interests, Harold shows Investigators the printing machine which caused the accident. This is a massive old linotype printer, with bulging gears and a lethal appearance. Indeed, Spot Hidden rolls reveal traces of bloodstains still on the block of the machine.

Harold is unable to surmise what happened. He was in the office at the front of the building (more than three hundred feet away from the scene of the accident, he boorishly points out). He heard screams from the shop floor and by the time he arrived, the two men lay dead. He fainted. In the moment he passed out however, he recalled something odd. “No doubt it was my fancy *in extremis* as I was, but it seemed that the whole room had altered somehow in its



aspect and perspective. For, I most resolutely would have sworn that the printer was not in its habitual location but on the other side of the room, in proximity to the spot where poor Joe lay dead."

The two victims Joe Abbott and Vince Fardo, were good, steadfast employees, though they had seemed sluggish that morning, complaining of "bad dreams." Harold attributes the accidents to this fatigue causing them to get clumsy. "I myself have had bad dreams, but as a hard working subject of the Empire I am not so inept as to allow them to cause neglect in my duties," he adds waspishly.

Vince had been the man allocated to feeding the enormous rolls of paper that go into the linotype machine. Thus, as Harold describes it, "when the unforeseen malfunction occurred, Vince was rather quickly consumed by the rollers. Eaten as it were." He has a harder time explaining the second death – Joe Abbott had been working on the opposite side of the shop floor, filling ink reservoirs many yards away from the machine in question. He theorizes that for some reason Joe must have been away from his normal task, dillydallying in idle conversation with Vince at the machine at the moment the accident took place. Injured by the terrible – yet entirely inculpable – accident, he must have staggered away from the machine, mortally wounded only to perish back over by the ink reservoirs where he normally toiled.

Examination of the factory floor reveals grooves cut into the cement that parallel exactly the feet of the Printing Machine. It is almost as though the large and heavy apparatus travelled across the print shop floor, propelled by some incalculable force, only to return to its exact same position. Discovering this weird evidence, which apparently contradicts Harold's theory of how the second victim was killed, costs 0/1D3 **SAN**. Examining the printing machine shows that it is in good working order and completely normal. Of course, there is always a chance it begins "Dreaming" again while the Investigator is near it (see the box on page 9).

Should the Investigators ask Harold what publication was being printed at the time that the machine accident occurred, he looks at them incredulously for a moment before stuttering "Er, I believe that the job at the time was merely a quantity of publicity handbills." The bundled stack of handbills is still in the corner of the print shop – they are advertisements for the Machine Kings exhibit at the London Science Museum. If asked, Harold can tell Investigators that at least a dozen batches of these handbills have been printed over the past fortnight; no strange occurrences have accompanied any previous print run. Generous Keepers who wish to steer wayward players back on course can also allow Investigators to casually glimpse the bundle of printed advertisements with a Spot Hidden roll as they wander through the shop.

If anybody quizzes Harold about the subject of his own dreams, he views it as somewhat of an intrusion, but if pressed describes them. Harold's dreams were fairly uninspired and indistinct ones involving machinery. After he describes them he tells Investigators that he believes these visions somehow foretold the accident, for he had them for a few nights prior to the tragedy.

The Dream Abroad

Almost everyone in West and South-West London has had the Machine Dream for the past 1D3 nights. This can be traced back to the night the mechanical exhibits for the "Machine Kings" arrived at Victoria Station from their long term warehouse storage in West Sussex, bound for

the Museum. This date can be confirmed by speaking with Professor Cranfield Phelps, curator of the display at the London Science Museum (see below).

Not all details of the Dream are identical; they differ with people's recollections. One thing is, however, constant – no other Dreamer saw the girl's face who rescued him or her. That honour is reserved only for the Investigator who has become mystically linked with Yern (through the "Face in the Steam" dream).

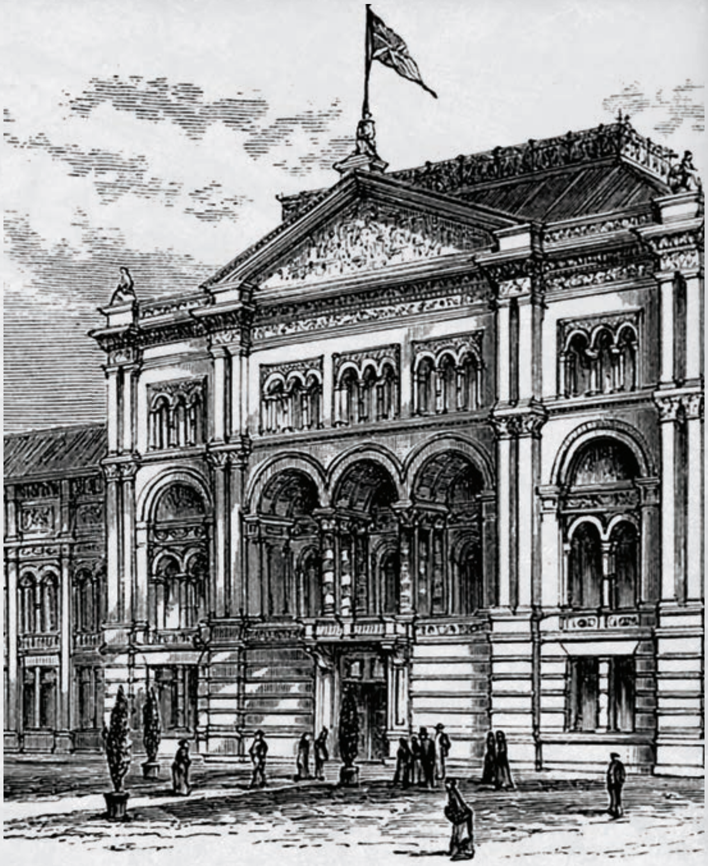
London Science Museum

The London Science Museum is housed inside a large Neo-Classical building on Exhibition Street in South Kensington, not far from Kensington Gardens and Hyde Park. The newly-finished spectacular church commonly known as the Brompton Oratory is adjacent.

When Investigators arrive at the museum's address they find themselves in a busy forecourt. Dozens of horse-drawn hansoms cabs come and go at an almost dizzying pace, dropping off and picking up a dazzling array of well-dressed gentlemen and ladies, all of whom seem to have come to see the much-publicized Machine Kings exhibition. The festive atmosphere is rounded out by a jolly street entertainer with a mechanical barrel organ.

At the back of this ever-shifting crowd, towards the stone steps leading to the museum's main entrance, Investigators see two groups of people who seem very much out-of-place. The first is an angry crowd of gentlemen circled around a man dressed in vicar's clothes who stands atop a wooden box. Next to the vicar, a hand-painted sandwich board bearing the slogan "God Loves Men, Not Machines" is uncertainly propped up. Atop the box, the man is delivering a fiery sermon to an audience of museum visitors who clearly do not agree with the his neo-Luddite message. If Investigators bother to listen for five minutes they determine the thrust of the vicar's message – that mankind has become too reliant on machines, and this reliance makes them think more like machines. "Is the day very far hence, I ask you gentlemen, when men shall dream themselves as machines! Will God save them then?" The vicar is calling for all good Christians to boycott the "Machine Kings" exhibition. Few seem receptive to his calls.

The other remarkable person is a shabby-looking man wearing not the top hat and finery of most museum guests but worker's clothes and a shapeless grey cap. He mutters to himself in staccato and wild tones. He is very elderly, and his eyes keep rolling back into his head. Going to his aid only gets a curt rebuff and a swing of his cane. This is Blair Jopper, whom Investigators will meet inside.



Entering the Museum

Immediately inside the museum's front entryway, the Investigators find themselves at the cloak room and ticket office.

Depending upon the reasons for their visit they may be keen to seek out the curator of the "Machine Kings" exhibition or simply want to purchase a ticket to view the display. Both options are described below.

Professor Phelps

Professor Cranfield Phelps is the curator of the "Machine Kings" exhibit. He is currently at the Museum, fussing over the behind-the-scenes organization of the "Machine Kings" display, ensuring that the "Science Museum oafs" do not bungle his grand event. He is very busy and only in an emergency will the Museum staff attempt to interrupt his round of scheduled talks and appearances. Investigators must be prepared to be very convincing in order to see him – if they do get through the initial defenses, Professor Phelps still only sees them after an hour's wait.

Phelps is a fresh, prim Englishman of fifty-two with an aristocratic manner yet a disarmingly warm-hearted way of discussing his pet subjects: the Industrial Revolution in general and the "Machine Kings" collection in particular. He is quite proud of the exhibit though admits it has become something of an obsession to the extent that he has been dreaming about it for weeks. He cannot recall exactly when

the dreams began, nor is he keen to pursue the topic as it relates to personal matters, not his work.

Should Investigators begin peppering him about the specific pieces which make up the "Machine Kings" display or whether there is anything out of the ordinary about the collection, he is very short with them. He is far too busy at present to educate a group of impertinent interviewers about the Industrial Revolution. He suggests buying a ticket to view the display and read its erudite accompanying essays for themselves. If the questioning continues, he simply dismisses them with a curt wave.

Investigators who approach the Professor with strange requests to identify a machine that they saw in a dream are rebuffed instantly.

It is possible that later, after having taken the tour of the "Machine Kings" exhibit, Investigators wish to track Phelps down again to ask about its rather peculiar final installation which includes the Dream Machine. Unless they have entirely alienated the Professor with earlier bad manners, he enthusiastically provides what little he knows about this oddity. See the box "What Phelps Knows about Lester Hemdale and his Dream Machine" on page 19.

The Museum Display

Investigators who pay their money at the ticket booth (6d, unless they happen to be members of the Science Museum when they can enter for 4d), are admitted into a foyer from which tour groups leave.

The "Machine Kings Exhibition" is housed on the ground floor in a separate hall to the rest of the Museum reserved especially for special exhibits. There are two doors in the east wall and two in the west wall. The east doors lead directly outside and the ticket booth is set up near the northern one. The west doors lead into the museum proper and to the special exhibit room beyond.

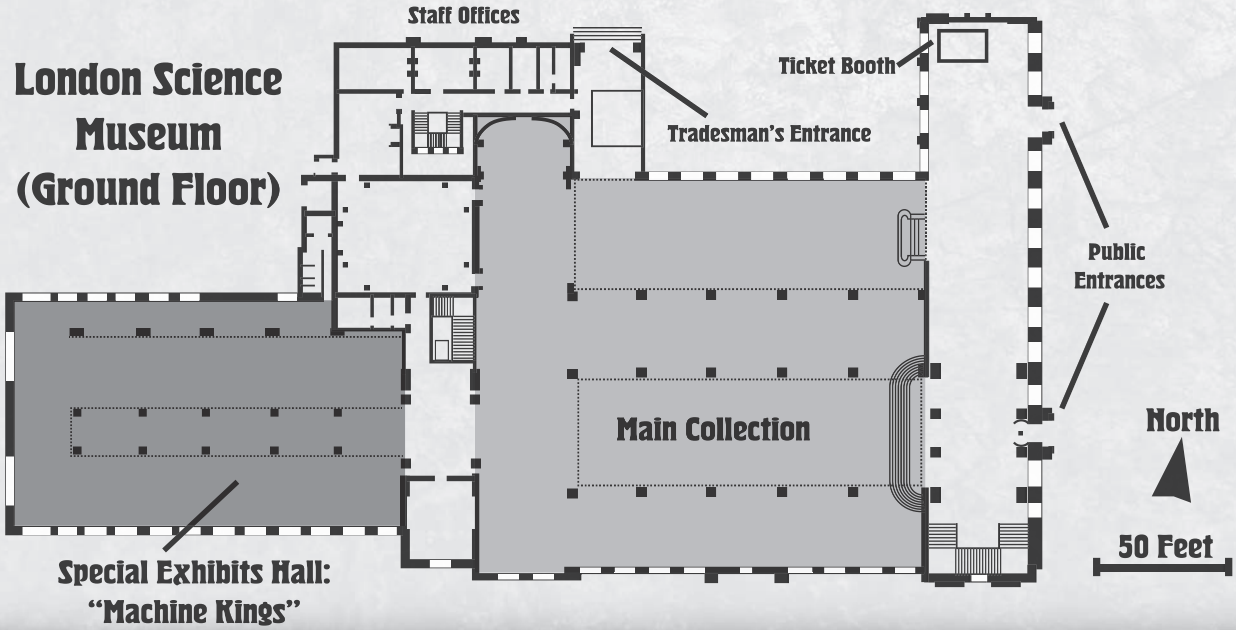
The exhibition consists of eight divided sections where machinery is set up accompanied by photographs and literature affixed to makeshift wooden partitions separating the individual sections. Visitors are not free to wander through the exhibition but must take one of the free guided tours leaving from the foyer. Each tour matches fifteen visitors with one of the three guides, who escort them around the exhibits while providing an informative pre-scripted lecture.

The Investigators must wait ten minutes before it is their turn to be guided. They are held back by an elegant red rope though if they climb over it a hovering, suited museum employee politely puts them back where they started.

A Dysfunctional Tour of the Machine Age

The tour guide leading the specific group including the Investigators is one Sally Benner, a local girl who does part-time work for the Museum despite objections from her mother that it is hardly seemly work for a lady. She is in her early twenties and an enthusiastic talker.

Not long after the Investigators' tour group enters into the Special Exhibits hall, it becomes clear that one of the other visitors included in the group is of a somewhat strange and eccentric character. Short, rambunctious, and loud, this elderly Yorkshireman, who Investigators may already have seen in the courtyard outside, seems to be in state of permanent outrage. Although Investigators are unlikely to learn it at this time, this annoying man is actually a somewhat dangerous character – a neo-Luddite dynamiter called Blair Jopper.



As the tour proceeds and the unsuspecting Sally Benner delivers her lecture, Jopper loudly and rudely interjects with statements intended to voice his disgust at the veneration of industrialists over the suffering of the poor. The comments are not particularly well thought-through, yet they succeed in making a loud, public spectacle which pleases the Yorkshireman. The young tour guide is entirely ill-equipped to deal with such verbal barbs and simply falls back upon the staid British tradition of simply ignoring the remarks as though they had not been made.

Although this day-time commotion certainly ruffles the staid Victorian sensibilities of the Science Museum's management, Jopper has far worse planned. For tonight he has plans to blow the display sky high in an ultimate symbolic act of defiance. Indeed his day-time visit as part of the Investigators' tour group is really nothing more than his way of checking out the lay of the land. However, the Yorkshireman hasn't the sense to avoid bringing attention to himself while he reconnoiters: subtlety is not his strong suit. Blair Jopper wears a battered black suit, wafer thin black tie and a Russian cap. Unkempt hair, unshaven face and wire rimmed spectacles complete the look.

For each of the eight display sections visited by the tour, information is given below outlining:

- the physical description of items comprising the display,
- the tour guide's lecture remarks, and
- Jopper's sometimes-satirical, sometimes derogatory comments.

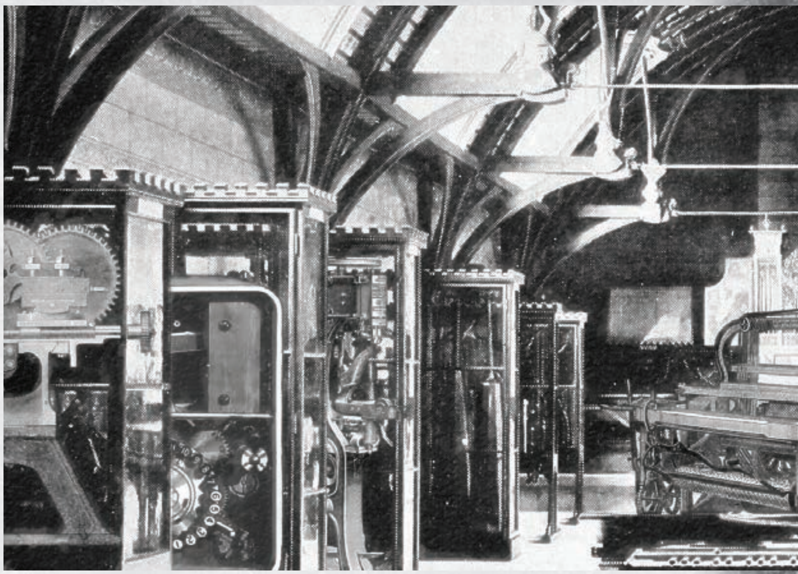
Blair shuts up if physically threatened by an Investigator (poor Sally is at a loss as to what to do with him). Eventually if none of the players take him to task, a member of the museum staff accosts him during his lambasting of the fifth display. But even threats of ejection from the establishment are not enough to silence his angry diatribe – although after the museum staff's intervention he whispers his comments under his breath.

As the Investigators tour around the various sections of the exhibit, the Keeper should occasionally call for Spot Hidden rolls. In fact there is nothing meaningful to be found in the first seven of the eight sections, but calling for rolls throughout the tour will keep the players from immediately guessing that the final display – where there really is something to be found with a Spot Hidden – is important.

The eight sections of the "Machine Kings" exhibition are as follows:

1. *Stephenson's Rocket*

Exhibit Description: A complete replica of the famous early steam train. The display also includes a genuine



prototype engine of Stephenson's and many company bric-a-brac from his railway firm.

Tour Guide remarks: "This is the steam train of George Stephenson which won the 1829 contest to find the fastest train and was used on the Liverpool—Manchester line. In 1814 Stephenson created the first locomotive to use the steam blast and was a pioneer of railroad power."

Blair's diatribe: "Yeah, and then he became a magnate and exploited the masses."

2. *The Spinning Revolution*

Exhibit Description: A complete Spinning Jenny, a machine for the manufacture of yarn. The display also includes replicas of other machines: Richard Arkwright's Spinning Frame and Samuel Crompton's Spinning Mule. These are identified by small plates at the base of the foot high replicas.

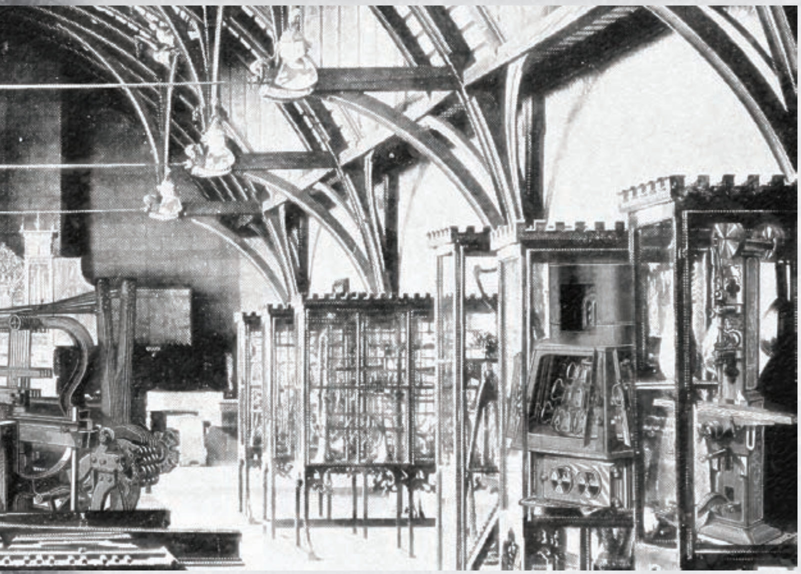
Tour Guide remarks: "These machines revolutionized the manufacture of yarn. Each machine was an improvement on the last, until finally came steam power and the power loom. They made the home craftsman obsolete and began the rise of the factory. The Jenny was created in 1765. Many of these inventors had unlikely beginnings — for example, Richard Arkwright was a barber. "

Blair's diatribe: "Better a butcher for what the factories did to the poor workers."

3. *The Power Loom*

Exhibit Description: A rope making machine (1792), a replica wool-combing machine (1789) and a replica power loom (1785). Also there are pictures of Edmund Cartwright (1743—1823). All dates are displayed.

Tour Guide remarks: "This display is for the work of Edmund Cartwright, who created all these machines. He



was originally a parson until he took up inventing. He went on to develop steam navigation with Robert Fulton, an American, who is considered the father of the steam ship. I'm certain our American cousins are pleased they were the first steam driven nation on water."

Blair's diatribe: "And we'd all be more pleased if them Americans hadn't learned from Britain and adopted its habit of exploiting the masses."

4. The Father of Steam

Exhibit Description: Various period tools and bric-a-brac and a large painting of James Watt.

Tour Guide remarks: "This is James Watt, the Scottish inventor who invented the steam engine with the condensing chamber, a great advance in the harnessing of steam power. Watt coined the term "horsepower" and is considered to be the father of steam power after inventing the first practical solution to the problems of steam, making it a viable power source."

Blair's diatribe: "Pity the uses sordid minds put it to, working children into their graves."

5. The Industrial Kings

Exhibit Description: Depictions of various Industrialists, and a collection of early Wedgewood pottery.

Tour Guide remarks: "These were the men who took the dreams of the inventors and made them real, converting them into a profitable industry. They include George Hudson (1800—71) and Josiah Wedgewood (1730—95), the pottery manufacturer whose name continues to embellish the wares of his trade."

Blair's diatribe: The Yorkshireman simply shakes his head for a while before sadly "Someone should just put a bomb under all of this and be done with it!" (It is at this point that a male member of the museum's staff overhears the rude comments of the neo-Luddite and tells him to cease his diatribe or be forcibly removed from the premises. He elects to remain.)

6. The Civil Engineers

Exhibit Description: A diorama of an industrial landscape, focusing on mills, canals, bridges and railways. The display also includes original drafts of engineering designs.

Tour Guide remarks: "The Institution of Civil Engineers was the organization which grouped together all those inventors and draughtsmen who created the mills, and giant structures of the machine age. These people gave new meaning to the term 'self-made,' virtually creating the positions in the industrial community they were to fill."

Blair's diatribe (under his breath): "Created a lot of grief for people in the bargain."

7. The Workers

Exhibit Description: A big trestle machine and next to it a mannequin, dressed in worker's clothes of the period. Both machine and clothing are genuine and the clothing is tattered and the boots worn, while the machine looms over the operator like some carnivorous beast.

Tour Guide remarks: "The workers toiled under horrific conditions usually for up to fourteen hours a day. This included men, women and children. These people were the great unsung heroes of the Industrial Revolution."

Blair's diatribe (under his breath): "First true thing you've said all day."

8. The Forgotten Dreamers

Exhibit Description: Original and often strange prototype machines inside glass cabinets. The display also includes paintings and portraits, mostly original of various eighteenth century men, all with names and dates beneath them. It is clear from the context that these stern-faced men were the inventors of the forgotten inventions which are the subject of this section.

Tour Guide's remarks: "These are the forgotten inventors of the time, whose work was either ignored or appropriated by others. Some of these machines were feasible, some outlandish."

Blair's diatribe (under his breath): "Pity any of them saw the light of day."

Key Items

There are two important things to be discerned by Investigators as they view this section of the exhibit. Each requires a successful Spot Hidden roll to be made by an Investigator who experienced the "Face in the Steam"

dream, although even if all fail such rolls the events which unfold as the tour group inspects this exhibit (see below) may draw their attention to these items.

The first item can be found by Investigators who scan the large display of painted portraits of largely unknown inventors. As their eyes skim across the many faces they spy (with a successful Spot Hidden) that one of these looks very familiar. Indeed it is the very face which appeared on the strange machine at the very end of the "Face in the Steam" dream. Reading the caption below the portrait they can learn that this man was Lester Hemdale (1735-1805)

The second item of note is in the collection of machine oddities in the glass cases. On a successful Spot Hidden, an Investigator realizes that one of the strange-looking machines is actually an exact miniature of the enormous apparatus which threaten to crush them at the conclusion of the "Face in the Steam" dream. This is a miniature version of the Dream Machine and is described further below.

Blair's Seizure

After Miss Benner has delivered her brief lecture on the Forgotten Dreamers and Jopper has provided his sarcastic rejoinder beneath his breath, the tour group is free to wander amongst the exhibit for several minutes. This allows the Investigators time to make the Spot Hidden rolls indicated above.

After a minute or two, the attention of the Investigators is drawn by a very loud sound, somewhere between a sharp intake of breath and violent high-pitch cry of distress. As they turn to see who has emitted such a curious exclamation they see that the formerly cocky Blair Jopper is staring aghast and seemingly paralyzed at the collection of machines in the glass display case. Before anyone can intervene, the scruffy man lists to one side, falling slowly to the ground. He then begins literally frothing at the mouth. Of the well-to-do men and women who make up the rest of the tour group, some look on in disdain while others simply turn their heads in disgust. Nobody goes to the odious Yorkshireman's aid. After a moment, an embarrassed Sally shepherds the tour group away from the display, leaving the convulsing Jopper on the floor.

The End of the Tour

The Forgotten Dreamers display is the last part of the exhibition; following the disturbance with Jopper, Sally takes the group back to the main museum foyer and thank them for their attention. Despite the fact that events have clearly rattled her, she maintains an even and unemotional exterior as she tells everyone that they are welcome to take tea and scones in the Museum's excellent lounge (upstairs) should they so desire.

Investigators who linger in the foyer for a short time after the remainder of the group has filed off for scones and jam witness two uniformed museum guards carrying the unconscious form of Jopper away from the Museum auditorium towards a back room. If the Investigators wish to follow this unseemly parade they need either a good story (perhaps someone steps forward to offer medical aid) or success with a Credit Rating or Persuade roll.

The guards drag the unresponsive Jopper through a small door marked "Staff Only" and into a somewhat squalid storeroom at the rear of the building. They dump him unceremoniously on top of a worn canvas stretcher (which is normally used by night watchmen napping on the job). Blair is quite unconscious and remains so for 10+1D10 minutes. Investigators intrigued by what caused so dramatic a reaction in the Yorkshireman may wish to wait around for him to regain his senses. If they do so, they are there when Jopper regains consciousness and, still in a groggy haze, stands unsteadily and demands to be released. He angrily shouts "This is false imprisonment, this is! I ought to summon the Peelers and have you all arrested!"

It takes success with a Fast Talk or Persuade roll by an Investigator with a Credit Rating *BELOW* 40 to calm Blair down sufficiently that he is willing to answer questions. If tamed in this fashion, the angry Yorkshireman can explain the cause of his seizure, as described in the nearby box "Blair Jopper's Statement".

The Museum staff are eager to see the back of Jopper as soon as he is awake. Summoned by sounds of voices in the storeroom, the burly guards shortly return and demand that the disruptive Jopper vacate the premises post-haste. If he hesitates even for a moment, the two guards each grab one of his arms and forcibly drag him out of the room to a tradesman's entrance at the back of the museum building. There they push him roughly down the stone steps to the street. "And don't come back or you'll get much worse!"

The Dream Machine Prototype

The machine in the cabinet is an exact scaled-down replica of the Dream Machine – the terrible monstrosity seen by the Investigators in their sleep which exists in much larger form in the otherworldly Machine King's Realm, plotting to extend its influence to our world. This smaller version, Lester's own original prototype from the 1790s, serves as the bridge between the waking world and the Machine Realm. This is the connection which Yern is also using to try to recruit a savior to free the slaves of that other dimension.

Once the Investigators take an interest in the mundane version in the cabinet, Yern recognizes the person with whom she is linked (assuming that Investigator is present

Blair Jopper's Statement

Jopper speaks in a strong Yorkshire accent. Despite his great age (he appears at least eighty) he is intense and unswerving.

"I was a boy in West Riding at the time of the Luddite outbreak. We broke the machines then and we should have kept on breaking them. Perhaps it was because I was mere lad when the men of England first took up their hammers against the machine that those times have forever been a powerful part of my dreams. Those men may be gone, but their spirit lives on and I will spend my last breath and my last penny to see something done.

Now something else has entered those dreams of mine. The madman whose dreams are wrought true in there must be stopped, and we will stop him and smash the machines forever. Or else they will charge out of our dreams and take over our lives!"

Jopper can continue in this vein for as long as the Keeper wishes to have him rant, but reveals nothing of his plans. Jopper is thoroughly addled and in his madness has conflated the machines of the Machine King's dream realm with those in the museum, a case of inspired lunacy indeed. Investigators who press him get little out of him. His hired thugs (see "The Luddite's Revenge" below) come to the rescue and take him away. Investigators may recognize them later when they try to blow up the museum.

Investigators who wish to look into the history of the Luddites's further can find the equivalent of the side-bar text in most libraries. However 19th century history writing tends to cast the Luddites in a very poor light, as dangerous revolutionaries who deserved what they got.

About the Luddites

The Luddites were a group of protesters in the north of England who took up arms against the onslaught of the Industrial Revolution in 1812. Their targets were machines, which they destroyed with giant hammers. They also set fire to mills. While many of their activities were done under cover of darkness they also marched en masse and openly against mill owners.

The Luddites seized the imagination of their age for good and bad. Their cause drew much attention but they were also perceived to be a greater threat than they actually were. They were dealt with harshly by the authorities: machine breaking became punishable by death and many of the ringleaders were hanged and some transported to the Australian colonies. Such was the fear of revolution among the English ruling orders, more troops were sent to deal with the Luddites than made up Wellington's army against Napoleon.

Some of this attention was because of their flamboyance. Their leader was General Ludd, who was said to tower over the movement and direct it in mysterious fashion. In fact there was no such person. Ludd was an imaginary figure who was sometimes thought to have supernatural powers. The Luddites also sometimes dressed as women to avoid capture.

Luddites were not simply anti-technology as has become the popular concept. They were protesting the destruction of their source of income and their way of life. The original Luddites were croppers, skilled tradesman who saw their livelihood and status being stripped away by the cloth shearing machines that quickly became their chief targets. Other, later machine breakers included agricultural workers in the South of England in the 1830s, themselves led by the mythical Captain Swing.

Further reading. Keepers and Players are recommended to seek out *The Luddite Link*, an excellent online multi-media resource created to celebrate the bicentenary of Luddism in 2012. Just type the title into your favourite search engine.

at the museum; if not, the Keeper needs to create a reason for a return visit to the Museum with the relevant character included). When that happens, a curious transformation is observed only by the chosen Investigator: the small machine 'face' fades as he or she regards it, replaced by Yern's own face. The girl's voice can be heard telepathically: "Help us. You must help us and yourselves. We are all in danger. Tonight. You must return tonight. Bring what companions you trust. But please, return tonight." From this point onwards, the previous odd visions that the chosen Investigator observed whenever he or she encountered an NPC and did not critically-succeed in a Sanity Roll is replaced by a replay of this desperate plea.

Right after Yern has delivered her message to the chosen Investigator in the museum, however, the Dream Machine Prototype begins to hum menacingly, as its cogs and levers work. Steam jets from it, condensing the glass case in which it sits. This is the signal for all of the machines in the entire "Machine Kings" exhibition, hitherto quiet, to lurch impossibly into self-propelled action. None of them become animated as per the box on page 9, but all spontaneously operate in their normal ways. Their shuttles, gears, and cogs fire despite the absence of a power source. Any Investigator near a machine when this begins must make a Dodge or suffer a slight machine accident (1D6 **Hit Points**). Fumbles require a roll on the Machine Accidents Table (See the box on page 42). Sanity cost is 0/1D4, for witnessing the machines in action. This goes on for 1D6 rounds, after which the machines fall still and silent and suddenly as they began. Whether this extraordinary scene occurs before Jopper's seizure or afterwards depends on the actions of the Investigators and the Keeper's wishes.

Observers put the entire incident down to an earthquake or some other rational though unconvincing source. Any attempts by the Investigators to remove the Dream Machine from the case causes the intervention of the museum staff (and likely that Investigator's arrest).

In the extreme case that an Investigator insists on removing the Dream Machine from the museum despite objections from the staff, this move is still stymied by the Machines themselves again coming to life, desperate to avoid their lord and master (the Dream Machine Prototype) being removed from their presence.

The King Revealed

Armed with the knowledge of the identity of the man who haunts their dreams, the Investigators may search for more information on Lester Hemdale. The book *Lost Figures of the Revolution* can be found in any of the larger London Libraries including the British Museum Reading Room. It includes two separate sections mentioning Hemdale, each requiring a separate Library Use roll to find. Both are provided nearby as handouts. Essentially this constitutes all that can be learned about Lester Hemdale by library research.

Appointment In Darkness

Investigators likely now realize that their best chance to penetrate the mysterious events is to obey Yern's instructions and return to the museum by night to see what they may learn. If they make a Credit Rating (coupled with having an appropriate occupation) plus some form of Communication roll (Persuade or Fast Talk), they may be able to convince Professor Phelps to allow them after-hours access to the Museum display. Otherwise they must break in. There are two museum guards on the premises from six in the evening until the building opens the following morning.

Unfortunately for the Investigators, however, an expedition on this particular night is complicated still further by another factor. For tonight is also the night that Jopper (with the aid of a handful of hired thugs) plans to plant dynamite to destroy the "Machine Kings" exhibition.

For maximum impact, Keepers should contrive to have Jopper and his men enter the Museum shortly before the Investigators arrive. The following section presumes this happens. If the Investigators are in the museum by permission, they will be targets of the thugs, and Keepers should ideally spring them on the Investigators before the latter come face-to face with the Steam Gate.

The Luddite's Revenge

Blair Jopper is planning to blow up the display with a crude home-made bomb that consists of six sticks of dynamite taped together with a fuse connected to an alarm clock. The clock is set to blow up one hour after Jopper leaves it in place. The dynamiter does not intend to hurt anyone, thus he wishes the explosion to take place in the small hours of the morning, when no-one is in attendance.

Blair has hired four underworld thugs to knock out the guards. He has not told them his plan except that he wants to damage the place and has paid them well enough that they ask no questions. They knock out the guards and drag them into the main part of the Museum (away from the special exhibits hall) and then tie them up. This is so that even if they do come around they will not be able to easily interfere with the bomb, nor put themselves in danger.

When the Investigators arrive the thugs try and get the jump on them, coshing them on the head with billy clubs from the shadows. If they can't follow this plan, they simply threaten the Investigators with a gun. They have one .32 revolver between the four of them. Jopper is unarmed.

What Phelps Knows about Lester Hemdale and his Dream Machine

Once Investigators have seen Hemdale's Dream Machine and realized that it stands out as a most unorthodox part of the display, they are likely to want to know more about it. Quizzing the curator gains a little more information … although even the eminent expert Professor Phelps finds this item somewhat of an enigma.

Phelps says that he thinks the strange apparatus is the work of a lesser-known inventor called Lester Hemdale, but he cannot be certain. Phelps knows little about Hemdale except that he was a very obscure figure of the Revolution whose work was mostly stolen by others or neglected. If the Investigators have not already spotted the fact that Lester Hemdale was one of the men whose portrait hangs in the "Forgotten Dreamers" section of the exhibit, Phelps points them to that painting. If asked for more information about the obscure inventor he directs them to an excellent book, *Lost Figures of the Revolution*, which may have an entry on him.

Even aside from the obscurity of its inventor, the Dream Machine is itself somewhat of a puzzle. Professor Phelps tells Investigators that the piece was added to the collection under mysterious circumstances, simply appearing out of nowhere in the loading area of the Patent Office Museum's Surrey warehouse just as the exhibit was being packed up. He believes it was a donation from a private collector, some kind of eccentric most likely – the British pride themselves on their eccentrics after all. It is certainly a magnificent and spectacular example of early British industrial inventiveness, thus he was only too pleased to add it to the display. "I must really track down the donator some time and ask if he wants to become a patron of the museum."

Hemdale, Lester. (1735—1805): An obsessive inventor and intensely stubborn man, fate cast Hemdale in the role of failure, almost despite himself, though his character was abrasive and tended to alienate him from potential allies. Narrowly beaten to the punch with many of his inventions (it is rumoured he was developing a power loom parallel with Cartwright), those he did succeed in having developed were stolen by Industrialists who gave him neither remuneration nor credit. A terrible businessman, his increasingly erratic behaviour made the state of his fortunes even worse. By the end of his life Hemdale had degenerated into madness.

Hederson, William O. (1740—1832): Hailed by many as the saviour of the

HANDOUT 3:
Extract from LOST FIGURES OF THE REVOLUTION, *Chapter II: Encyclopaedia*

down the High street adorned only in his own filth.

Another most regrettable case of a brilliant and inventive mind brought low by the insidious blight of lunacy is Lester Hemdale, a man who achieved little actual success despite a lengthy career exerted in invention (see Chapter II for a précis of his career). Though abrasive, Hemdale was broadly regarded as a clear-thinking man for most of his life. Yet towards his twilight he was wont to fanciful notions. For example, he once claimed that he had invented a machine which could use the power of dreams to manufacture that which was real. His peers at the time believed this lunatic notion stemmed from the somewhat singular working habits Hemdale employed earlier in life, while sane. For the man claimed on several occasions that he invariably dreamed his inventions, waking in the mornings and making designs from the previous night's dreaming. While most believed this imaginative notion was simply a tale intended to evoke an air of mystique, some pointed to the odd nature of some of his inventions and remarked that such curios most certainly could have been the product of a fanciful dream.

In time, Hemdale's lunacy developed to become an obsession that was at once quixotic and grievously debilitating. In his final days he began to spin elaborate tales to friends and colleagues about an imagined chimerical place, "a land of dreams" where one's ambitions might be realised. These delusions were the last bizarre footnote on a tragic life and a sad end for a potentially great genius.

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HANDOUT 4:
Extract from LOST FIGURES OF THE REVOLUTION, *Chapter XI: Inventive Minds Driven to Lunacy*

The fate of Jopper and the Thugs depends very much on the actions of the Investigators towards them. Certainly they do not fight to the death but flee once they appear to be outmatched.

The Bomb

It is most likely that the bomb will already be set by the time the Investigators present themselves, since this the first item on Jopper's agenda after securing the Museum. The bomb is placed at the base of the cabinet holding the Dream Machine, the target of the Investigator's nocturnal visit. Any Investigator specifically searching around the "Forgotten Dreamers" display automatically finds it – it isn't particularly well hidden. Alternatively, Investigators spending more than a few moments in this section of the exhibition should be permitted a Listen roll to hear the low ticking of the bomb.

The exact amount of time remaining before the bomb is set to explode depends on what time the scuffle with Jopper's Thugs takes place (which in turn depends on when the Investigators arrive at the Museum). Jopper's plan calls for the explosion to take place when the museum is abandoned– around 2 A.M. would be perfect, but this can be modified by the Keeper as needed (for example to deal with the case of Investigators who choose to break in after 2 A.M.)

If the Investigators find the bomb and wish to defuse it they can do so with a Mechanical Repair roll. They could otherwise set the hands of the clock forward to buy themselves more time, but this also requires a Mechanical Repair roll to not interfere with the bomb mechanism.

If, on the other hand, the Investigators do not find the bomb or choose to examine the Dream Machine Prototype before disarming the device, they may instead become whisked away to the Machine King's Realm (see below). In this case the bomb remains active, but because of the different way time works in that other dimension compared to the waking world, they almost certainly return from that realm before the bomb has exploded. But things have changed in the museum by that time, rendering it much more difficult to defuse the device (see "Rise of The Bomb Beast" on page 52).

Whether the Investigators defuse the bomb or not, as long as its components are still in the vicinity of the museum exhibit they are absorbed into the obscene conglomeration of machinery that forms the Bomb Beast at the climax of the scenario.

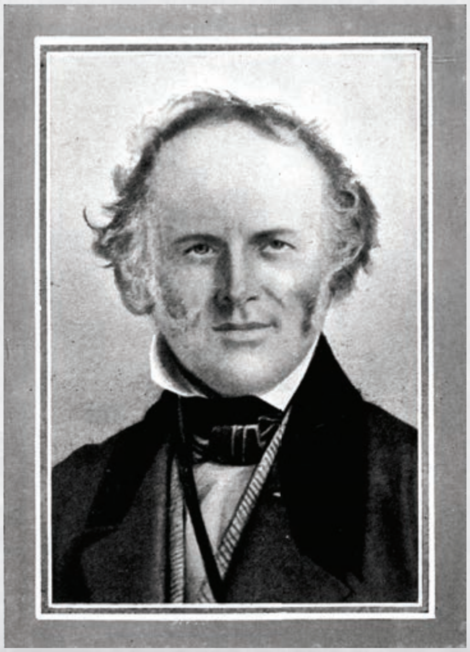
The Steam Gate

Once the threat posed by Jopper and his thugs is (seemingly) dealt with, the Investigators are free to approach the Dream Machine Prototype. The machine must be removed from its locked glass cabinet, but on close examination this problem has solved itself: the lock has been transformed into a blue silk ribbon and now needs merely to be untied. There is no sign of life from the machine until it has been grasped by the Investigator who shares a link with Yern. Once this is done the young girl's voice is heard. "Touch the machine. Lend it your power. All of you."

It is impossible to engage Yern in conversation to get more information from her. Any attempts are met with silence. Once the machine is touched by all Investigators, it again springs to life. Steam issues from the Machine in copious clouds too great to have been generated by such a small device. One by one, in order of the lowest **CON**, the Investigators succumb to a deep Steam-induced sleep. They awaken in the realm of the Machine King.

Machine Affinity

The cost of transportation through the Steam Gate depends upon the individual Investigator's affinity with machinery. This is inversely proportional to **POW**. Thus people with low **POW** enter the Machine Realm easier than do those of high **POW.** Passing through the Steam gate reduces each Investigator's current **Magic Points** to 6. The cost for those with high **POW** (and high **MP**) will therefore be greater. For those Investigators with **MP** lower than 6, they lose nothing. Transportation through the Steam gate for them is without price.



LESTER HEMDALE


The
Machine King's
Realm

The second half of the scenario takes place largely in the otherworldly dimension ruled over by the maniacal Machine King (who once was Lester Hemdale). The laws of reality governing this peculiar place differ from those of the familiar world, and are closer to the mutable realities of dream. See the box nearby for game mechanics pertinent to running encounters in this nightmare place.

Yern – the young freedom fighter who first drew the Investigators into travelling to the Machine King's Realm – has distinct plans for the "chosen one" she believes is destined to free the people from under the yoke of the machines. As such, the first several encounters the Dreamers have after arriving in the Realm are likely be determined by the girl's urgent requests to hurriedly make their way to meet with the leaders of the resistance.

Investigators who blindly follow the clearly desperate Yern find themselves on a rapid-fire, action-filled tour through the horrors of the Machine King's domain. If, however, the Investigators choose to initially ignore the girl's commands and set out on their own to explore the Realm, the Keeper needs to use the information found in the "Independently Exploring the Realm" section on page 26 to present their progress and the challenges they face. All roads, however, ultimately lead to a showdown with the Machine King himself, as presented in "The Palace of the King" on page 38.

The View From The Hill

The Dreamers emerge from the Steam Gate to find themselves standing upon dark, viscous, slag-like material which constantly shifts beneath their feet. They are clad in dirty, tattered overalls and large, ill-fitting boots. The steam around them is still too thick to allow orientation. A voice calls to them as Yern emerges from the steam. She is dressed like them, as are all the denizens of the Machine Realm. Her body is thin, worn down by little food and too much work. Her face has none of the anxiety it had previously. Now she beams, delighted to the see the Dreamers.

"Welcome," she says. "If that is the word in such a place as this." At this the steam thins and the Dreamers see the vista of turmoil open up before them. From the hill it looks like a giant city run on grime and sorrow. It spreads out in concentric rings from a central hub. The outer ring consists of ragged hovels collapsing on one another like exhausted beasts; closer in, bulking banks of machines and massive iron buildings flank each other; then come towering heaps of slag and mighty workings as machine arms beat up and down, plunging into the depths of the ground; beyond this lies an ugly landscape of roaring fires, white hot irons and pulsing steam hammers. Finally, the central hub, a great cyclopean tangle of machinery, soaring into the sky. Above all hangs a thick blanket of soot and dirt, a filthy pall, darker than the worst storm.

Yern's Request

Yern gives the Dreamers a moment to take all this in. Then she begins to hurry them on. She directs her speech only to the Dreamer with whom she has made contact before, until she gets to know the others.

"You must trust me. I can explain little now. You have to follow me to meet our group, then I can tell you what you must do." She says this urgently, constantly looking around her as though expecting trouble.

She is insistent and will brook no argument. She is in danger of being discovered away from her machine and tells the Dreamers this if they press her, but her instincts are to move quickly to safety and then explain.

The remainder of this section assumes the Dreamers follow Yern. If, alternatively, the Dreamers still appear unwilling to follow her even after her impassioned speech, Yern appears crestfallen. "Surely the chosen one won't forsake us … not now that the journey has been made? But if your destiny is that you find your own way through this dangerous world, then so be it. Farewell visitors … stay safe. May your path bring you unscathed to The Seam of Blood – there you will find those who most need your help." With that she glances nervously over her shoulder then silently departs. The Keeper needs to run the Dreamers' adventures in the Machine King's Realm using the overview presented in "Independently Exploring the Realm," nearby. Ultimately, however, their path should lead them to rendezvous with Yern and her cohort of resistance fighters deep below the mines (see "The Seam of Blood" on page 34).

Main text continues on page 31



Running The Realm

The Realm of the Machine King is a dream-like realm outside our normal dimension of reality. It is not connected with the Lands of Earthly Dreaming (as described in H.P. Lovecraft's dream tales and Chaosium's book *H.P. Lovecraft's Dreamlands*), although its surreal and mutable laws of physics do resemble those found in that more common land of dreams. A number of rule changes apply while Investigators are in the Machine King's realm, as described below. While these resemble the rules found in the Dreamlands setting book, this box summarizes everything a Keeper needs to know – there is no need to own a copy of *H.P. Lovecraft's Dreamlands* to run the Machine King's Realm.

Entering and Leaving the Realm

While it is possible for normal people to chance upon faint impressions of the Dream King's cruel dimension while they slumber, these are normally nothing more than fleeting and abstract dreams which the dreamer can no more direct than any other normal dream. Such fantasies are rarely remembered as anything more than unpleasant sensations.

A few people are born with a special kind of affinity which makes such normal dreams much more common and vivid, though still no more interactive than normal dreams. Lester Hemdale was one such individual. It is a matter for the Keeper to decide whether any of the Investigators are also part of this very limited circle of "mechanical thinkers."

Aside from these nebulous contacts with the Machine King's Realm there is only one (known) means whereby humans of our waking world can travel more tangibly between the normal world and the Machine King's reality, and that is via the Dream Machine which Lester Hemdale invented and built. The Steam Gate created by the smaller Dream Machine prototype in the London Science Museum is the only means of travelling to the Machine King Realm (as described in the previous section). The similar gate created by its enormous counterpart in the realm itself is the only way to return short of "dying" in the dream or willing oneself awake (see below for each of these).

The method of "travelling" to the Machine King's Realm via the Dream Machine is not a physical form of transport, but merely the transference of the Dreamer's consciousness across the dimensions into a dream body within the other dimension. The Dreamer's physical body remains asleep wherever it was when he or she passed through the Steam Gate (almost certainly, lying on the floor of the museum exhibit). Unlike a journey's to the normal Dreamlands, the Dreamer's link to the Machine King's Realm is strong enough that a physical effect upon their sleeping bodies (e.g., being slapped by a museum guard or being given smelling salts) in the real world has no chance of waking him or her.



New Skill: Machine Realm Lore

This skill represents a character's relative knowledge of the people, places and normal laws of physics that pertain to the Dream King's Realm. Because the dimension is a kind of thematic expression of the principles of mechanical industry, characters who have a strong knowledge or affinity with machines find that they have an intuitive knowledge of how things should work. This is reflected by the starting skill level: Dreamers begin with percentiles in this skill equal to half their Mechanical Repair or Operate Heavy Machinery (whichever is greater).

New Skill: Machine Dreaming

The Machine King's Realm, like the normal Lands of Earth's Dreaming, is a mutable kind of reality where individual dreamers can – with some effort – manipulate the physical world through their creative impulses. The normal Dreaming skill possessed of visitors to the Dreamlands, however, has no effect here – the artistic reimagining of reality has no power. There is, however, a counterpart – the Machine Dreaming skill. This skill allows a Dreamer to use his or her affinity for mechanical invention to create items in the machine realm or modify the characteristics of existing items in the realm.

The first time an Investigator enters the Machine King's realm, he or she gains the Machine Dreaming skill with a value equal to his or her **POW**. Subsequently the skill progresses as normal, with each entry to the Machine King's realm triggering a skill check.

This skill can only be used to create or modify some form of machine or engineered device. These devices must be industrial of nature and native to the time of the Industrial Revolution. Thus cannons, tanks and the like are out, since they are unnatural to an environment of this kind. Firearms can be created, but only those with technology common to the 18th Century or earlier eras.

To successfully create or alter something in the Dream King's Realm requires a successful roll against this skill ***AND*** the expenditure of Magic Points. The Dreamer chooses and describes what item that is to be created or what change is to be effected upon the world and the Keeper decides the appropriate Magic Point cost. Creating a simply device may cost only 9 **Magic Points** while bringing into being an enormous mechanical juggernaut will likely require hundreds of points (and numerous rolls against the Machine Dreaming skill). Alterations are simpler; changing one physical attribute of an item (e.g., halving its size) might only take ½ to ¼ of the cost of creating the item from nothing. Keepers are reminded that the process of travelling to the Machine King's realm via the Steam Gate reduces all Investigators' **Magic Points** to 6, hence even modest manipulation of the reality around them may be impossible until points have been regained through the normal processes.

Note also that the Dream Machine or its prototypes can be used to greatly amplify a Dreamer's ability to create and modify items in this way (see "Using the Dream Machine Miniature" on page 38).

The dream body inhabited by the Investigators while in the Machine King's Realm has all the same statistics and skills as the waking Investigator, but also possesses two new skills: Machine Realm Lore and Machine Dreaming, described below. These are only useful while in the Machine King's Realm and will be forgotten upon returning to the waking world.

When a Dreamer is transported to the Machine King's Realm only some of the equipment he or she carries translates into possessions carried by their dream form. Items which are in some senses mechanical can be brought across unaltered in form, although items which use sophisticated mechanisms more recent than the Industrial Revolution will be replaced by simpler technology (a shotgun might be replaced by a 17th Century musket). Any devices which function via electrical mechanism become replaced with some form of mechanical counterpart. Perhaps an electric carbide lantern turns into an elaborate device of cogs and gears which mysteriously generates illumination. Items which are of purely aesthetic purpose cannot be taken into this world of grease and despair; any such items on an Investigator are simply missing from his or her dream form. Under no circumstances is the Dream Machine Prototype from the Museum transported to the Machine King's realm – that device is firmly bound to the reality of Earth, thanks to the designs of the King himself.

Time in the Machine King's Realm

Time passes at a greatly different, and somewhat flexible, rate in the Machine King's Realm compared to the normal waking world. Thus, even though the events and challenges faced during the Investigator's visit to the Realm in this scenario may subjectively take days of game time to resolve, this likely corresponds to minutes or hours in the real world wherein their bodies remain.

Willing Oneself Awake

If a Dreamer wishes to depart the Machine King's Realm, it's possible to try to will oneself to wake from the dream. This is not as easy as it sounds, however. An individual attempting such a feat must succeed in a Machine Dreaming skill roll to "convince" himself or herself that this is not reality but merely a bad dream. Success in this skill roll leads to the Investigator waking safe and well wherever their physical body had been sleeping. Failure on the roll means that the attempt to will oneself awake has not worked, although the Keeper can rule that another attempt may be made at some later juncture. A fumble on the skill roll means that the Dreamer is confused about which of the two realities is actually the dream. Somebody that is befuddled in this way cannot attempt to will his or her self awake at all during the remainder of the scenario.

When a Dreamer departs the Machine King's Realm (whether by willing themselves awake or any other means), any companions still in the Realm see their Dream body suddenly collapse into a pile of rusted cogs and dials. With that, they are gone.



Sanity in the Machine King's Realm

Dreamers gain and lose Sanity while in the Machine King's Realm as per the normal ***Call of Cthulhu*** rules; however, the shock of losing Sanity in this bizarre place may trigger physical changes to the Dreamer or his surroundings. Should a Dreamer lose five or more points of Sanity in a single encounter he or she must roll against Idea – a failed roll indicates that a Mechanical Nightmare effect has gripped them. Roll on the Mechanical Nightmares table nearby.

If a Dreamer loses all his or her Sanity while in the mechanical dream world, a far more dire fate awaits. Such Dreamers are returned to the waking world, but their waking world body has become physically transformed into a Machine Hulk. Roll on the Machine Hulk Table on page 55 to ascertain what kind.

Death and Injury in the Machine King's Realm

While in the Machine King's Realm, Dreamers gain and lose Hit Points as per the normal ***Call of Cthulhu*** rules. Those in especially dire health can also attempt to heal injuries with the Machine Dreaming skill – each hit point restored costs 1D3 **Magic Points**. Healing in this manner is an ugly affair, however, causing the wounded flesh to be replaced with ugly metal and black oil.

Should a Dreamer die while in the Machine King's Realm, he or she instantly suffers a Mechanical Nightmare effect (see the nearby table), and is shocked awake in the real world losing 1D10 **SAN** and the ability to ever again travel through the Steam Gate. Death in the realm also brings a permanent fear of machinery of any kind. The feeling is mild when the Investigator is sane but extreme once the walls of sanity have been breached. Sufferers from this are well on their way to becoming fully-blown neo-Luddites themselves.

Note that dying in the Machine Realm does not preclude entering the normal Dreamlands again (and vice versa).

Mechanical Nightmares Table

Choose an effect appropriate to the situation, or roll 1D10 to randomly determine a mechanical nightmare effect.

1—An item carried or worn by the Dreamer is bizarrely transformed into a sentient bundle of gears, pulleys, valves and/or clockwork. The transformed items bubbles or whirs ominously but wants to be free of the Dreamer. Once it has disentangled itself, it will fall to the ground and scurry away into a dark corner.

2—The Dreamer suddenly finds himself or herself inexplicably on a conveyor belt that is drawing them inexorably towards a nearby wall or building which has transformed into a horrific threshing machine. For the 2D6 rounds that the effect lasts the dreamer must run at a sprint just to remain at the same distance from the sharp clacking apparatus. Each round **CON×5** must be rolled; the first failed roll indicates the Dreamer has stumbled and is now almost at the gaping maw; the second failed roll means the apparatus has engulfed the Dreamer (roll on the Machine Accidents Table on page 42).

3—The Dreamer's surroundings suddenly melt away to be replaced with a cluttered industrial workshop filled with dozens of grinding machines, sawing machines, crushing machines, and the like. All of them are operating at their maximum speed and capacity, loudly smashing and cutting at the air around the Dreamer. Suddenly, he or she notices that behind one of the devices stands the threat that prompted the Sanity loss; as soon as it is noticed this threat pursues the Dreamer, who quickly determines that all doors to the outside are firmly locked and all windows impervious to breakage. The threat pursues the Dreamer for 2D6 rounds – each time he or she comes close to one of the machine devices it lashes out with a blade or armature (if they get too close to such a machine they are subject to a Machine Accident; see page 42). At the end of this ordeal, the Dreamer is transported back to their original location – no time has passed at all.

4—One of the Dreamer's companions (though not another Dreamer) is transformed into a horrifying industrial machine which pursues the Dreamer. If he or she cannot outrun the mechanical horror, the Dreamer will be subject to a Machine Accident (see page 42).

5—One part of the Dreamer's body (perhaps something that has previously been injured) is mysteriously replaced with a mechanical equivalent. The artificial body part functions identically to the flesh that it replaced but inhabitants of the Machine King's Realm will be very untrusting of a Dreamer who seems part machine.

Table Continued overleaf

Independently Exploring The Realm

Mechanical Nightmares Table (continued)

6—The Dreamer actually wakes into the real world, but still perceives mundane things and people as machines. The hallucination lasts 1D10 hours.

7—Match the Sanity loss against the Dreamer's **INT** on the resistance table. If his or her **INT** is overcome, the Investigator wakes immediately but he or she has blocked out any knowledge of machines and how to operate them. This selective amnesia makes using even the simplest devices problematic – the Investigator simply cannot understand how such things work. Eventually he or she can re-learn whatever knowledge is lost, but until that time he or she has an effective zero skill rating in Mechanical Repair, Operate Heavy Machinery, and any non-melee weapon skills

8—Match the Sanity loss against the Dreamer's **POW** on the resistance table. If his or her **POW** is overcome, the Investigator wakes immediately but he or she has developed an unhealthy obsession with mechanical devices. Any free time must be spent trying to invent a new widget to solve some (perhaps peripheral) problem. It is only possible to overcome this peculiar urge with a **POW×5** roll.

9— Match the Sanity loss against the Dreamer's **CON** on the resistance table. If his or her **CON** is overcome, the Investigator wakes immediately but suffers a minor heart attack. If a roll of **CON×10** fails, this is immediately fatal. Even if successful, however, the Investigator loses one point of permanent **CON**.

10—The Keeper should choose a nightmare tailored to the specific fears or limitations of the Dreamer. In general, all nightmares involve a machine of some kind, usually warped, hideous and deadly ones. The nightmares should upset the normal assumption that people are in control of their machine creations. Any effect that afflicts the Dreamer's body in the real world should automatically wake them from the dream (although they may not immediately realize this). Any adverse modification of the Dreamer's dream body can potentially be overcome with the appropriate use of the Machine Dreaming skill. Any nightmare which causes either the waking or dream body to be mangled by any form of machinery should entail a roll on the Machine Accidents table (page 42).

For most of the time that Dreamers spend in the Machine King's Realm they can, if they choose, be escorted by one or more local Workers who can serve as guides. In some cases, however, players decide they don't want the "guided tour" or circumstances may arise where the Dreamers find themselves fending for themselves in this strange place. When this occurs, the Keeper should make use of the information presented below to describe the various zones through which the Dreamers may wander and the unique perils that each presents.

In describing the Machine King's Realm, the Keeper should aim to express its overall bleakness, austerity, and stark functionality whenever possible. Ever-present rolling clouds of steam billow from chimneys and out of the doors and windows of unadorned buildings. Everywhere the Dreamers visit is dominated by crumbling, soot-stained brickwork augmented by an insane abundance of mechanized apparatus which crawls across it like a kind of living, breathing parasite. Despite some of its buildings and spaces being expansive, there is an overall feeling of claustrophobia everywhere the Dreamers' travel.

The Slagheap

Dreamers travelling to the Machine King's realm are always deposited via the Steam Gate in the Slagheap zone. This area is dominated by enormous artificial hills made up of the byproducts of various industrial processes. Despite its grim appearance and sometimes noisome odour, this is actually one of the safer zones of the Realm since few of the Authority figures ever come here.

This area is dotted with gigantic slag hills, the waste material from nearby mines which are visible on the horizon. Winds blow the detritus of the slag into the eyes, clothes, and hair of passing Dreamers. This can deleteriously affect those who Fumble their **CON** (coughing or having irritated skin and eyes for the next 1D6 hours), but otherwise may provide protective colouring as almost all the denizens of this realm are covered in similar filth. Dreamers who come to the Machine King's Realm after the initial group (e.g., Investigators who willed themselves awake and now wish to return to the Dream) always arrive here.

If Dreamers return to the Slagheap at some point, searching for a way back to the Waking World, they are sadly disappointed. While this is the site where the Steam Gate manifests, it only does so when triggered by the Dream Machine. Unless the Dreamers can somehow coerce or trick the Machine, the Gate will not appear.

The most well-worn path from the Slagheap is to the Workers' Hovels, although it is also possible to reach the Chemical Vats and the Glassworks from here. From the top of the highest of the Slag mountains it is also possible to see the edge of the city and the Walls encircling it (see below).

The Chemical Waters & Vats

Running through the Machine Realm are stinking rivers of pure chlorine. Chlorine was a new chemical to the Industrial Revolution and important especially in the bleaching of linen. The chlorine has bleached the river banks and surrounding grasses a pale greenish white. Strange frog-like entities of like colour hop and gibber on the banks. The chlorine flows into tidal pools until coming to a vast waterfall. It cascades over into a massive chemical works where workers in full canvas suits and wearing long-nosed plague masks toil.

Dreamers who get too close to the chlorine river must make a successful **CON** roll or be overcome. Failure sees them take 1D6 damage and suffer difficulty in breathing for 1D3 hours. A Fumble sees them lose 1D3 points of **CON** permanently and breathe with a rasping wheeze. There is also a chance of being splashed by the chlorine, which burns. On a failed Luck roll Dreamers are splashed and suffer 1D4 damage from burns which remain painful and irritated until washed with clear water.

The vast Chemical Vats are adjacent to the Slagheap (where many of the chemical byproducts are dumped); there is also a road to the Workers' Hovels.

The Mills

From the Mills zone it is only possible to reach the Hovels; there is no other road passing through this area. The Mills are dark, blocky buildings which are familiar enough to the late Victorian eye. They resemble prisons for especially unloved felons and boast filthy stacks belching foul smoke over them. The gates are locked and guarded. The rattle and hum of machinery is deafening, even standing outside the buildings. If Dreamers venture inside they find ranks and ranks of machines being tended by workers. Huge drums tower over the assembly lines of workers and feed thread down to them as they crouch, endlessly tending and feeding the machines.

The Glassworks

There are roads between the Glassworks and the Slagheaps (used to transport waste products), the Hovels, the Foundry and the Mines. The glassworks are long low buildings whose chimneys belch constantly. Like the Mills, they are gated and guarded. Inside, workers shunt materials into one end of massive furnace which produces hot glass at the other. Peering into the forming glass can, on a failed Sanity roll, reveal inhuman vistas to the Dreamers' mind. Sanity loss for such visions is 0/1D4.

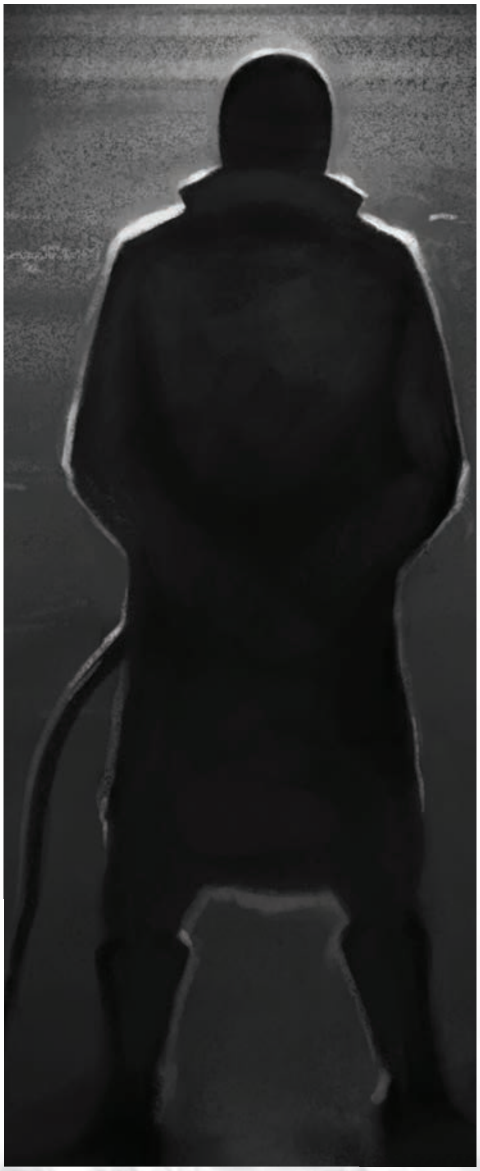
The Workers' Hovels

The oppressed masses of humanity in this Realm – the Workers – all live in squalid buildings in a single vast zone, commonly called "the Hovels". Dominated by row upon row of identical cramped accommodation buildings, the dark and cobbled streets of this zone are sombre and depressing. This area is described further on page 31.

Walls of the Machine City

All of the regions which make up the industrial zones of the Machine King's Realm are encircled by an enormous wall of rusted iron panels held together with bolts the size of a man's head. The walls obscure the view beyond entirely. It is not possible to actually reach the Walls by normal means, but they can be readily seen from Slagheap, the Hovels, the Factories, the Mines, and the Glassworks zones.

At the conclusion of the events in the Machine King's Realm the Dreamers will likely pass through these walls (via an impromptu rail tunnel) to the world beyond the city.





Travelling through this area is relatively safe, however the Keeper should feel free to challenge Dreamers with the need to evade patrols of Overseers (see below) which routinely patrol the streets to keep order. Without a convincing story, these grim machine-helmed authority figures will likely assume that any strangers are actually Workers evading their appointed task – the punishment for such intransigence is a public flogging followed by being unceremoniously dragged back to work.

The other major obstacle Dreamers will face navigating their way through The Hovels is simply negotiating the maze-like structure of the place. The Keeper should call for a group Idea Roll (roll against the lowest Idea score of any Dreamer) every five minutes for the Dreamers to avoid getting lost. Dreamers who become lost cannot find any way out of the twisting streets of identical housing blocks unless they can make a halved group Idea roll to find a familiar landmark. Such an attempt may be made once per hour.

The Hovels serves as the intersection of the Machine King's Realms: roads lead from here to the Slagheap, Chemical Vats, Mills, Glassworks, Foundries and Factories. These are all paths used by the down-trodden Workers who tend these industrial hell-holes.

The Factory Belt

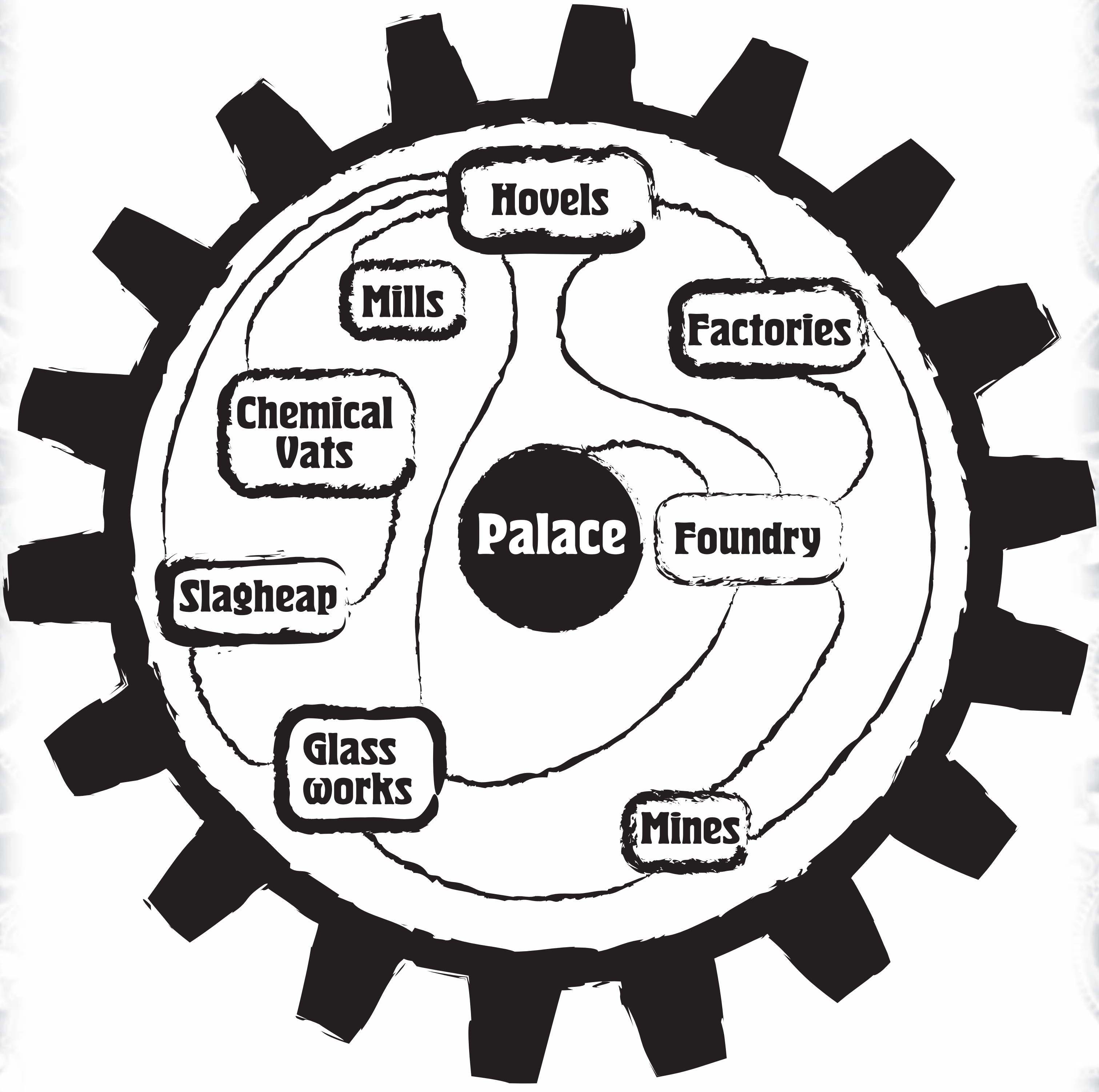
This region is made up of a vast area entirely given over to squat and ugly factory buildings continuously belching steam and black smoke into the air as they churn out an endless variety of manufactured goods. Some of the structures are long buildings of corrugated iron, some are crumbling brick monstrosities, while in some cases the buildings themselves are actually part of the machinery. For a more detailed description of this zone see page 31.

The one constant throughout The Factory Belt is the enslavement of Workers to the machines which they are forced to tend. Everywhere the Dreamers look, there is a machine being tended to by a team of dozens, sometimes hundreds, of sweat-stained Workers. Standing over them and patrolling the factory lines are the hulking Overseers who whip and beat any Worker who falls behind his or her quota, or who otherwise challenges authority. These cruel task-masters can call upon terrifying mechanical monstrosities – the Machine Hulks – if they need additional force to keep the Workers in line or track down and recapture an escapee.

Travelling through the Factory Belt can be perilous, especially for those who have previously been allocated to a Work Roster (see "Serving the Machines" on page 41). Overseers who glimpse an individual, even from a distance, instinctively know if he or she is supposed to currently be tending to a Machine. This includes any denizens of the Realm who guide the Dreamers – they are, after all, simply Workers who have their own appointed task. Whenever an absentee Worker is discovered a loud siren is sounded and any Overseers attend. Evading pursuit by the Overseers and their Machine Hulk minions can present a significant challenge to safely crossing The Factory Belt.

From The Factory Belt it is possible to find paths leading to the Mines and the Foundries as well as back to The Workers' Hovels.

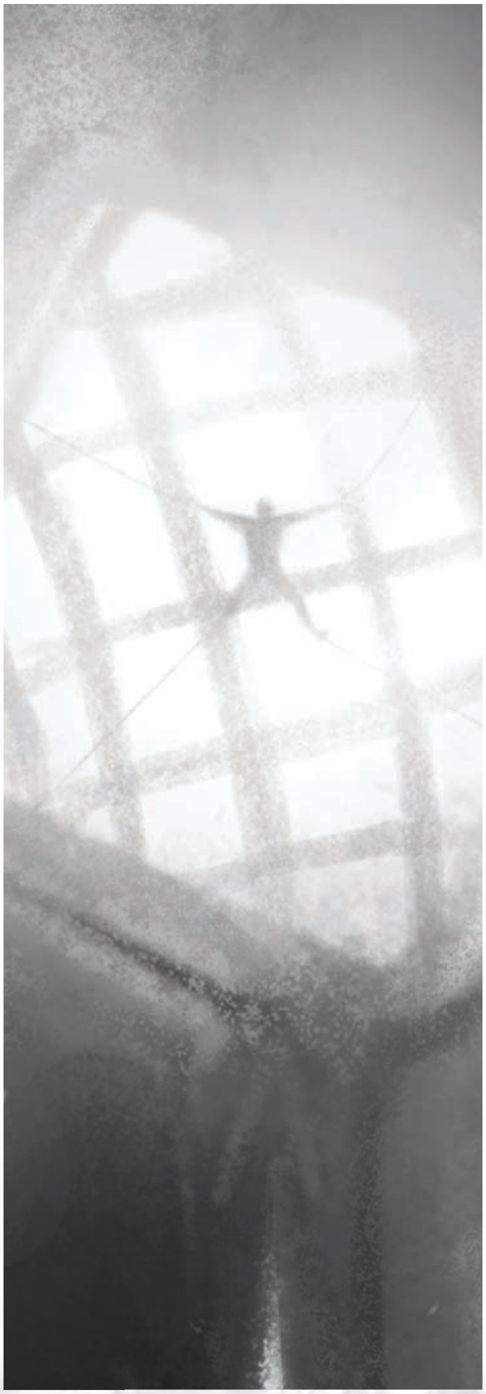
Realm of the



MACHINE KING

The Royal Palace

The Palace lies at the very heart of the Machine King's Realm, and its monarch seldom if ever leaves its insanely mechanized walls. Certainly none of the denizens of the Realm encountered by the Dreamers will ever recall their King ever visiting other zones. The Palace is itself one enormous machine. It is described fully in the main text, beginning with a description of "The Palace Gates" on page 37.



The Mines

The Mines Zone is made up of a vast expanse of barren rocky ground into which hundreds if not thousands of individual mine shafts have been cut. Each shaft is topped by a squat ugly building, most with enormous wheels or rusted iron jutting from their roof – ominous machines which turn to draw the various cages and platforms up and down the shaft. The mine shafts are crowded impossibly close together, almost to the point where the rugged machine buildings for each have melded together into an unholy mass.

The interior of a typical mine is described in detail in the section "The Mines of Despair" starting on page 33. Keepers should use this as a guide to outline the foul experience that Dreamers encounter should they venture into one of the pits. The threats faced by visitors to the Mines are similar to those faced in the Factory Belt – Overseers patrol the above-ground sections ruthlessly and may also be found occasionally in the depths of the pits. In the stygian depths a far greater threat is that posed by rogue Machine Hulks, pieces of mine machinery that have become sentient due to their isolation from other machines and from human Workers. These disaffected Hulks roam the lower levels of the mines, half-insane.

The Mines are adjacent to The Factory Belt, The Foundries, and the Glassworks and any of these regions can be readily reached via grubby badly-cobbled roads.

The Foundries

The Foundries of the Machine Realm are similar to the Factories and other industrial machine buildings found elsewhere, but made even more unpleasant with an added level of malodorous sulphur and searing heat. It is within these huge and monstrous structures that the ore extracted from the Mines is turned into metal ingots (in particular gold ingots) that the King stockpiles for no better reason than to feed his self-importance.

The interior of the Foundries are described on page 35. The nightmare structures are filled with enormous super-heated furnaces in which metal ore is melted and churned to purify it. These crude processes involve the generation of any number of noxious and toxic gases, which billow through the Foundries. None of the Workers wear any form of protection from these wafting clouds of death – they just know which clouds must be avoided and which are survivable. Dreamers visiting such a place unescorted are unlikely to possess such inside knowledge and likely fall foul of gaseous poison sooner or later. The Keeper should decide how and when such a threat is encountered and the **POT**ency of the poison the Dreamers inhale – this could be anywhere from minor (**POT** 4) to deadly (**POT** 16).

The other major threat faced by Dreamers transiting the Foundries are the uniquely deadly variety of Machine Hulks which patrol these places – the Kingots. These molten monstrosities of metal are described on page 36; full statistics are given on page 55.

The Foundry serves as the only region in the Realm from which it is possible to reach the Palace of the Machine King. Other roads from this zone lead to the Factory Belt, the Glassworks, and the Mines, as well as back to the Workers' Hovels.

Through The Workers' Hovels

Yern takes the Dreamers down the slag hills and into the dark cobbled streets. She moves quickly and with assurance, ever vigilant for sight or sound of danger. "Speak to no-one," she cautions, "but take a good look at what surrounds you. Soon the whole land will be like this, and then your own world too."

About them are the Worker's hovels. Slovenly, dingy buildings —little more than boxes stacked upon each other without concern for design or safety —line the narrow byways. Few people are on the streets, the inhabitants of the place having neither the energy nor the interest in going about after the grueling hours of work.

Sadistic figures wearing hideous mechanical masks march purposefully through the streets, periodically stopping to flog one of the listless Workers while accusing them of laziness. These are the Overseers and are described further in the following section. As the Dreamers reach the centre of the hovels, the streets begin to turn in on themselves. Not only are the thoroughfares torturous and unplanned but whimsical, in the manner of dream. Streets that would appear to lead one way take the opposite direction; others may be entered without any apparent pathway.

Beggars are rife towards the end of the hovels section. These are the victims of horrendous machine accidents, no longer capable of working and forced to live off the charity of those only marginally more fortunate than themselves. Scarred visages, shorn-off limbs and twisted spines are commonplace among them. The victims range from the elderly to children, once muscular young men to tragic-eyed no longer young girls. They beg for food, nothing more, nor will anything else help them. "These poor wretches are beyond help," Yern says. "But you can stop others from joining their ranks, if you will."

If Dreamers are separated from Yern anywhere within the streets of hovels, they face being utterly lost. Keepers should call for a group Idea Roll (roll against lowest Idea score of any Dreamer) every five minutes that the group wanders unescorted through this ever-shifting maze. Failure means that the Dreamers have become hopelessly lost and have no clear idea of where they are and how to find their way out. Lost Dreamers can attempt a halved group Idea roll each hour – success means that someone spots a familiar landmark and can re-orient. Alternatively, Yern may find them again at any time by Listening for them or Tracking them. If the Dreamers wander for too long they will be found by either a Worker (who must be raised from their apathy bought on by exhaustion to help) or an Overseer (who threatens to beat them for being absent from their appointed Work shift before marching them promptly to the next area, the Factory Belt).



If the Dreamers become separated from Yern while traversing this section (either voluntarily or by misfortune), the Keeper should run a series of encounters as outlined in "Independently Exploring the Realms."

The Factory Belt

Past the hovels come the factories. Some are long iron buildings which house enormous machines glimpsed through their opened doorways. Others are simply machines themselves with the barest path between machinery and street. All of the machines are massive and their activities ceaseless. Not merely replicas of the machinery of the Industrial Revolution, they go beyond that to a near lunatic assembly of machine parts and uses. They tower above the landscape, elephantine and monstrous. Their jumble of mechanics and assemblages serves no apparent purpose. The machines chug and snort endlessly like huge, ill-tempered animals. Conveyor belts link some of them, lapping endlessly in a mindless spiral.

One especially enormous machine demands the attention of the Dreamers as they pass through this surreal mechanical nightmare. Occupying one entire side of a village square,

this squat grey monstrosity features a huge cog-like wheel covering most of its bulk. The wheel is divided into four quadrants, alternatively painted in black and white with each labeled with a single word – "Power", "Force", "Motion", and "Drive." In the centre of this massive wheel a Worker is strapped tightly, apparently to operate its staccato motion of revolution. The poor man appears in the most excruciating pain. As the Dreamers pass through the square they see the Worker slump, apparently dead, only to be unceremoniously hauled off by an Overseer and replaced with the next candidate in line. The body of the dead worker is thrown onto a tarpaulin-covered heap.

The machines here all require multiple Workers to tend them, with sweat-stained human bodies dotted around the things at different stations. The Workers are dressed like the Dreamers themselves and toil perilously close to the machines. Dreamers see Workers' hands darting in and away from the clashing iron of machine jaws, missing disfigurement by fractions of an inch. For example, some machines weave a pulpy flax and in the process must douse the material with water – the Workers at these machines are consistently sprayed, so that they have the permanently whitened and shriveled skin of a fish's belly. (A successful History roll by Dreamers identifies this particular horror as being lifted straight from the history books. Indeed, these were the machines usually tended by children, who developed chronic bronchial problems from the constant dousing.)

The hulking figures of Overseers stand over the Workers in many places. These are men in huge machine masks wielding whips or clubs who force Workers back to their machines, should one slip from their task out of exhaustion. The Overseer masks are massive box contraptions which cover the entire head. The masks have cogs for eyes and latches for mouths. The Overseers move constantly around the Workers, supervising them.

As the Dreamers carefully make their way through this dangerous industrial catastrophe, Yern is ever-careful to keep clear of any Overseer she sees. The Dreamers are well-advised to do likewise lest they suffer the violent wrath of an Overseer's beating for tardiness or laziness (or simply abandoning whichever machine the Overseer assumes the Dreamer has been allocated to). Dreamers who traverse the Factory district without Yern are particularly vulnerable and are likely to trigger an attack from The Machine Hulk (see below).

THE ALARM

Despite Yern's care, she does not entirely evade the Overseers. Once the Dreamers have made their way to the middle of the Factory district, an alarm shrills around them. Yern tenses. "They have noticed my absence from my machine. We must run." She leads them away. Successful Spot Hidden rolls reveal the Overseers leaving their posts and prowling around, searching for Yern.

As she runs between two massive machines with rotating wheels, like giant upended bicycles, an Overseer lunges out at her, grasping hold. The Overseer begins to beat her and she offers no defense. If a Dreamer steps into the fray the Overseer will attack them. Once an Overseer is threatened or attacked the Machines stop.

THE MACHINE HULK

Three heartbeats pass. One of the machines, a soaring loom of weird complexity, folds in on itself and then detaches from the machinery to which it was joined, flowing like oil away from the body of the main mechanism. The machinery goes back to chugging, as do the rest of the machines. The loom now flows and contorts, reassembling itself into a massive solid lump. Workers go diligently back to their tasks as this thing, a Machine Hulk, sprouts cogs and gears and levers and some form of ambulation. All Hulks are eccentrically different. Some have metal legs, some wheels, others vague body shapes or nothing resembling an anthropoid. They each have a different kind of weapon, from threshers to multiple blades to hot irons. (For Machine Hulk statistics see the entry on page 55; the Keeper should roll on the Table included on that page to determine the appropriate Machine Hulk type).

The Machine Hulks exist, and indeed are created, to maintain order in the Machine Realm. If Yern continues to elude Overseers one of these monstrosities will come after her before she leaves the Factory Belt. If the Dreamers are travelling solo through this area but have antagonized the Overseers they likewise attract the attentions of a Machine Hulk. In either situation, the monstrous things continue to pursue their prey until the mechanical constructions can physically go no further.

If Dreamers and Yern begin the pursuit together but later choose to split up, the Hulk will go after whoever started trouble with the Overseer originally. On sight of the Hulk, Yern encourages the Dreamers to flee. "If we can reach the mines we shall be safe."

THE PURSUIT THROUGH THE MACHINE REALM

The chase through the machines to the temporary safety of the mines is like the worst nightmare pursuit made real. The passages between the machines are narrow and twisted, edges and cogs and spikes protrude out, threatening to catch the unwary Dreamer. (If three consecutive **DEX**°5

rolls are failed the Dreamer has been snared, pulled into the machine and suffered a Machine Accident, see the table on page 42 for effects).

On a failed Sanity roll Dreamers feel like every machine they pass is forming into a Machine Hulk to pursue them. The Sanity loss for such a hallucination is 0/1D2. The factory area takes 18 rounds for the Dreamers to escape, presuming they are running the entire time. Keepers may wish to add to the Dreamer's troubles with marauding Overseers or Hulks as they see fit, until the Mines are finally reached.

The Mines Of Despair

From out of the Factory Belt, mighty scalloped tunnels run into the inner workings of the Mines. Here, vertical shafts are staggered, lowering men, women, children, and equipment down into the ground. The dirt-caked buckets seem to descend into the hellish depths of the earth. Men and women wander here, streaked black with soot and red with some substance which resembles dried, caked blood, but in copious quantities.

If they are visiting with Yern, she leads the Dreamers to one of the shaft openings. "The Hulks cannot get down the shafts; they are too heavy. We will be safe here for a while." If the Dreamers find their way here alone, an Idea roll will recognize the same fact.

The particular mine shaft to which Yern has taken the Dreamers is made up of a pair of deep pits immediately next to one another, surmounted by an ugly but stout iron pulley which rises a dozen feet overhead. Oily and foul-smelling cables descend from the pulley down into both pits˜– presumably there are platforms attached to each, counterbalanced against one another. But at the time the Dreamer's arrive, neither of the platforms waits at the top of the shaft ready to carry them downwards to safety.

As they approach, a horse is being strapped into a harness on one side of the shaft by workmen. It is turned upright in the harness and begins to scream in fear, its eyes rolling horror, its body shuddering. If Yern is there she will inform them that "The cables below are too large and heavy for us to turn, we need the horses." (A successful History roll establishes this too has an historical precedent.) The workers winch the horses down. If Yern is present, she runs to the other shaft, yanking on the cable snaking up out of the otherwise empty shaft. After a moment she turns to the Dreamers, looking relieved. "It's coming up." If the Dreamers are without a guide, the Keeper can ask for an Operate Heavy Machinery roll (or, in a push, a halved Mechanical Repair roll) to allow an Investigator to understand what needs to be done.

If they are currently being pursued, this is the dramatic moment that the Machine Hulks catch up with the group:



as they nervously wait for the platform to arrive, two of the monstrous Hulks lurch into the tunnel. Yern, if she is present, screams "Keep them busy" and pulls a complicated set of levers which look like a nest of brittle snakes. If Yern is not on hand it is only through another successful Operate Heavy Machinery roll that a Dreamer can make any sense of the complex mechanism. If the situation is dire and the Keeper wishes, one of the mine Workers could alternatively jump forward and operate the levers for the Dreamers in an act of supreme solidarity against the terrible beasts. This plucky Worker will almost certainly be cruelly torn to pieces by the Hulks just as the Dreamers are making their escape – anybody who sees or hears the Worker's demise suffers a Sanity loss of 1/1D6.

After the levers have been pulled, Dreamers have to wait 2D10 rounds before the platform arrives. If Yern (or a Dreamer or the doomed Mine Worker) is undisturbed operating the levers, that time is halved. The Dreamers must decide how to delay or destroy the approaching Hulks. On a Spot Hidden there is a brace of Picks and Sledgehammers seen lying in a box near one of the shafts. These are the only weapons. One option is caving in the tunnel roof, but this is dangerous, and has a 1% chance for every one point of damage done by the weapon of bringing about a collapse. In the event of a tunnel collapse the mine shaft still works, but Dreamers and Workers must make Luck rolls or be engulfed in black viscous dirt until dug out. Normal suffocation rules apply.

THE SEAM OF BLOOD

Once the platform has arrived, it can carry six passengers safely below the ground. Loading any more passengers introduces a risk (5% per excess person) that the cable with break, sending its passengers hurtling down the shaft to an instant and messy death. Waiting for the next platform (the one which took the horse) takes another 2D10 rounds.

Descending on the platform is fast and unpleasant. The shaft is impossibly long and at times, owing to the peculiar nature of the place, the platform will have the distinct feeling of upwards movement, even though visually the Dreamers can tell they are still in descent. Here too is the source of the red dried ochre. It is, indeed, blood: from hundreds of corpses embedded in the shaft, men and women both. Their bodies are in positions of agony, their wounds hideous. Timbers stick from their chests, metal from their bellies, arms and legs have been shorn cruelly off.

If she is with them Yern explains to the Dreamers, "These are the miners previously killed. There are always hundreds per level. The King simply orders that we dig deeper and leave them where they fall." Seeing these horrors costs 1/1D6 **SAN**. Yern herself looks uncomfortable and confesses to never having been down this far before.

The shaft reveals entire seams of blood of the dead, dried and cracked and shot through with human detritus, as suddenly the platform slams to a halt. All Dreamers must make **DEX**°5 rolls or fall down and cause themselves 1D3 damage. Failed **CON**°5 rolls result in the Dreamer needing to be violently sick.

The Enclave

Once at bottom, Yern, if she is present, leads the Dreamers quickly away from the shaft. There is a big winch apparatus pulled by two ponies which works the shaft mechanism and has other cables snaking off which appear to work machinery on this level. This is the only source of power, aside from the ever-present steam that the Dreamers see in the Machine Realm. The pony winch appears to defy physics and be capable of pulling any direction at once, even upwards.

If travelling with Yern, she directs the Dreamers down labyrinthine tunnels which grow progressively smaller. Dreamers travelling solo need to negotiate this maze unassisted. The ceilings sag and bend under groaning timbers while water drips into the tunnels almost ceaselessly. Eventually the Dreamers find themselves drawn towards a light as they round a final bend of the tunnel.

If still travelling with Yern, she leads the group of Dreamers confidently forward towards the source of the light: a tiny chamber. "Here they are," she announces, bringing the Dreamers within.

New Weapons



Tools may become weapons during this scenario. The obvious ones are shovels, sledgehammers, and picks. These tools are big and unwieldy and difficult as melee weapons. They inflict 1D10 damage, and picks also Impale, but all only begin with a 10% base chance.

If earlier in the voyage the group was separated from Yern (either by design or by accident), the Dreamers are reassured by the fact that the sounds of the young girl's voice can distantly be heard as they approach the illuminated chamber.

The small room is lit only with a single Davy lamp. Shadows hug the walls, making details of people difficult to see; slowly, cautiously, five unfamiliar figures emerge into the lamp-light. If the group was split from Yern, she is the sixth figure who steps forward into the glow, wearing an enormous grin.

This group is the Enclave, the core leadership of the organized movement against the Machine King. Their leader is Farragin, a small lean man with an iron-grey moustache and a permanent expression of regret. His hands are hard and sinewy as he shakes those of the Dreamers. "We are all glad you've come. Believe me. You do not know how glad." Farragin introduces the others in the group. He explains they are a Revolutionary group who wishes to see the downfall of the Machine King. None have looked upon the face of this King who has created the machine-scape out of a once lovely land. They only know that he must be destroyed and that the Dreamers are the ones prophesied to bring about his downfall.

The group's members are:



Mira

A bent older woman with three fingers missing from her left hand. She is bitter against the Machine King after losing her three children and now wants nothing less than his death.

Larh



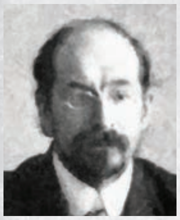
A tall hollow-cheeked man in his earlier thirties. Larh has his own children, almost of an age to go to the factories. He wishes to see the downfall of the King before this happens though he is dubious about the use of violence.

Kley



A gentle-eyed young girl whose lover died in the embrace of the machine. In his name, she fights for revenge and for freedom but does not wish to see the Workers hurt by her actions.

Blar



Blar is the Dream form of Blair Jopper the neo-Luddite (the ranting Yorkshireman who attempted to dynamite the London Science Museum) though his dream self does not recognize the Dreamers at all. Like his waking world counterpart, Blar is capable of condoning any violence to gain his ends. He wishes the palace razed and the workers standing in triumph on its ashes.

The Plan

Farragin explains to the Dreamers that it is a long held belief that Outsiders such as they will one day come to liberate the workers from the shackles of the machine. When and how this belief came about no-one is certain, but it is fervently and grimly held as fact in the Machine Realm, a belief without which there is only futility and despair. The group has been unable to achieve anything concrete in their fight for two reasons. The belief in the Strangers who will come to liberate them means they have hesitated attempting any sweeping actions until those strangers were among them, and the members of the Enclave disagree about the amount of violence which should be used. For Farragin's part, he would prefer none, but sees that sometimes there is a necessity for such things. The nearest the group has been able to come to a concerted plan is presented to the Dreamers with much interjecting from the various members about their beliefs and what they feel their saviors should do.

Essentially the plan is: Farragin and his group will help the Dreamers gain access to the King's Palace. Once within the palace they believe that the Dreamers, as strangers, will be taken directly to the Machine King himself.

This done, they may assess his strength and locate The Machine of Dream, the great device that powers all others. Sabotaging this will bring the other machines to a halt leaving the Workers free of their oppressors.

The Enclave members are aware that there are holes in their plan, and that it contains certain assumptions, but it is all they have. They are, in any event, certain that the King will be interested in these newcomers and will certainly want them brought before him.

The Dreamers' Destiny

All of the above presumes Dreamers wish to help the workers. They may instead wish to investigate further before making any decisions. Naturally, the threat to the waking world posed by the occasionally self-animating machines cannot be ignored; so Dreamers will hopefully realize eventually that they must take some form of action, and any ally at this point is better than none.

The Dreamers are, however, free to accept or refuse the plan as they see fit. Even if they are disinterested in becoming the saviors of the Workers, the Dreamers still need to figure out some way to return to the Waking World. One method they may think to employ is to simply will themselves awake – see "Running The Realm" for the mechanics associated with such an attempt. Short of escaping the Machine Dream in this way, the only way the Dreamers can return to the normal world is by finding the Dream Machine. This will involve at some point passing through the Foundry, entering the Palace and meeting the King. The following sections presume they do this with the aid of the Worker's Enclave, motivated by altruistic goals. But, even if they are following the less lofty goal of mere escape, they will follow an essentially identical path once the Inner Sanctum of the Machine King has been reached.

The Foundry

To reach the Machine King's Palace, the Dreamers must pass through the Foundry as this is the only approach to the monstrous, machine-like castle. If the Dreamers are travelling on their own, they need to discover this fact themselves – and since the Palace contains the only means by which they can return home, it is an important discovery to make. If the Dreamers are still travelling with the Enclave, that group not only directs them to the Foundry but also provides a guide to help them navigate through this dangerous place. Blar is selected for this job, although Yern also eagerly agrees to accompany the Dreamers for part of the journey (motivated by factors that will become apparent later).

Emerging from the mine shaft, the Dreamers travel down tunnels until they come out at the beginning of the Foundry. If they have been escorted, Farragin and the group bid them

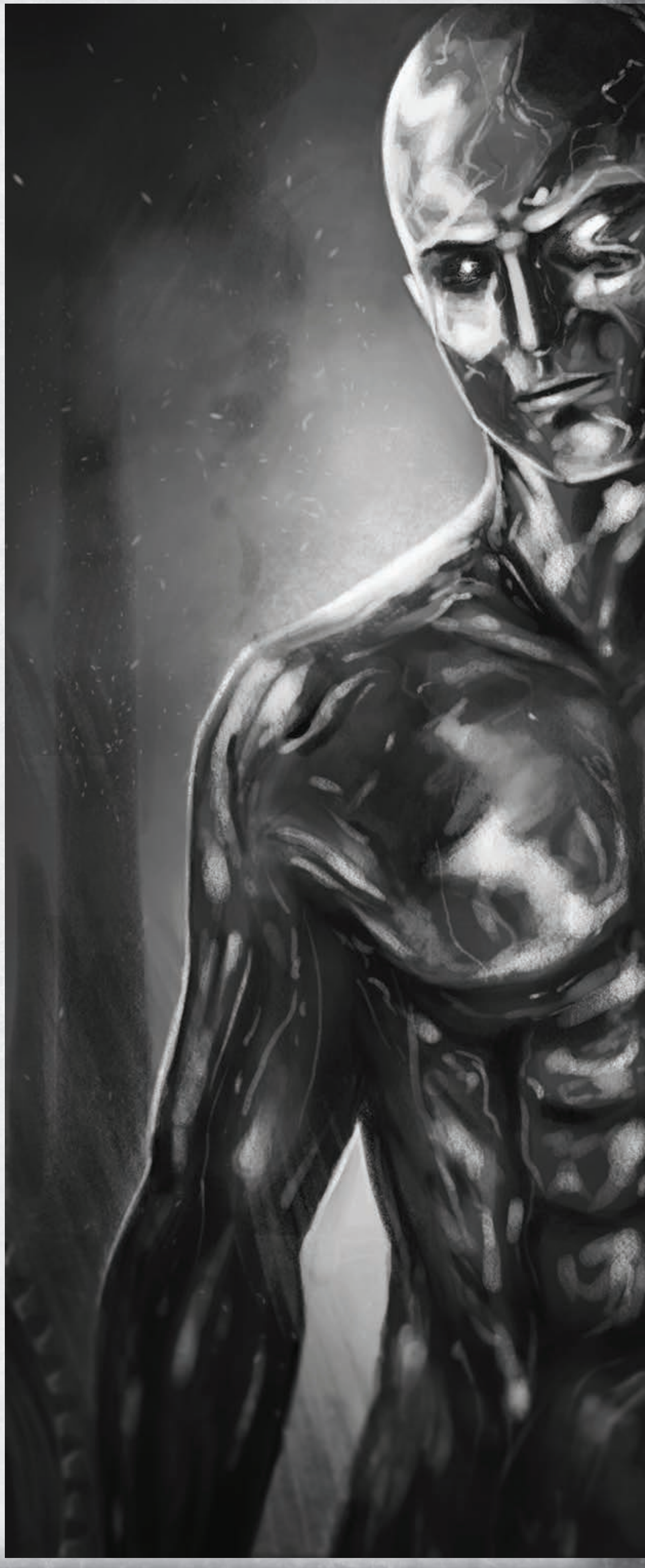
farewell and good luck here, leaving them in the care of Blar and Yern. Within the landscape of the foundry, enormous chimneys spew continuous flame into the air, like constant man-made volcanoes. Their fires turn the vista burning red.

The clanging of metal on metal echoes throughout. Giant steam hammers slam down onto white hot ingots so huge they must be towed by forty men. The skin of the Workers blister against the massive heat. Train lines snake outwards to disappear among the machines and mines. Groups of Workers toil at giant forges, the heat roiling out and distorting their figures in a haze. Blar, if present, rushes the Dreamers on past all this with an ashen face, as though the place carries unspoken horrors for him. The steam hammers pound on the ingots fed them by the sweating workers, the very peaks of the hammers' construction twitching as though the machine is enjoying its lofty view.

The best way of passing undetected through this area is to run alongside big rail cars that come thundering out of the mines and rumbling towards their destination in the forge's maw. This keeps the Dreamers from the view of the guards here. If any of the Enclave still escort the Dreamers, they suggest this tactic.

This area is patrolled by Machine Hulks of a peculiar sort: strange monstrosities called Kingots. They are giant white hot ingots which move with obscene fluidity and spit portions of themselves at their victims. The molten portions ejected from the Kingots burn like heated bullets. The luminous machines have a 30% chance of spotting the Dreamers being out of place in the Foundry and pursuing them. If any Dreamer fumbles a Sneak or Hide roll while crossing the Foundry then it is certain they are seen.

Destroying Kingots is difficult, even more so than other Machine Hulks. They have none of the Mechanical disadvantages of their fellow mechanical maniacs (see the Statistics section on page 55). If he is present, Blar will suggest running under a Steam Hammer and drawing the molten thing under it. Should such a tactic succeed, the Kingot will be pounded into a normal ingot of metal. Dreamers trying this difficult maneuver must succeed in a Dodge roll to reflect their waiting long enough for the Kingot to be drawn in. However there is a 10% chance the Steam Hammers (who are themselves self-aware, though rather unintelligent machine horrors) will realize what is going on and change the beat of their hammer. If this occurs and the Dreamer does not notice the last-minute change in the hammer's rhythm (Spot Hidden to notice; Dodge to quickly respond), he or she will be pounded for 5D10 worth of damage instead. This will likely leave a flattened corpse.





The Palace Gates

Beyond the Foundry, soaring walls reach up to the soot-laden sky. These grey, encrusted walls encircle the Machine King's Palace, and Machine Hulks prowl their top as sentries. From the Dreamer's vantage far below, these Hulks resemble caterpillars inching along a fence, only dimly perceived in the ill light.

The gates represent the only way into the palace. However, negotiating them presents its own unique challenge. If he is still with them, Blar informs the Dreamers of their strange aspect ("The gates change size constantly; you must slip through when they are accommodating").

If the Dreamers are travelling alone they must divine the curious property of the gates for themselves by observing the perpetual flux of their dimensions.

Regardless of whether they have been escorted thus far on their journey to the Machine King's palace, they must proceed from here alone. As soon as Blar has given his cryptic explanation he wishes the Dreamers luck and runs away. Yern remains, but only for a moment. She slips a tiny object into the hand of the Dreamer with whom she is linked. It is a miniature version of the Dream Machine, similar to the prototype in the Museum back in London but small enough to fit in the palm of one hand. "I woke one morning and found this beneath me. I do not know how it came to be there, but I used it to contact you. It seems unable to be used except near the Palace. I had to sneak here to try and reach you, which is the reason for my urgency. I could not be found away from my machine. I do not know what it can do for you, but it seems right to give it to you now." Then she wishes them all luck and departs quickly, turning back only once to wave farewell.

Possessing the miniature Dream Machine is an important pre-requisite to defeating the Machine King (see the nearby box) so if somehow the Dreamers have reached this point entirely separated from Yern and her Enclave associates, the Keeper should construct some means by which they receive this odd "gift." Perhaps, even though her supposed saviors have spurned the Enclave and its plans, Yern still cannot help but meet the Dreamer with whom she is linked for one last time before he or she faces the final challenge. Or perhaps the miniature Dream Machine is discovered by the Dreamers inside the heart of a defeated Kingot during a climactic departure from The Foundry.

When finally (after any farewells) the Dreamers are ready to navigate the ever-shifting gates they will need to *FAIL* a Luck roll. Anybody who does not finds themselves trapped within the gates. Escape from such a predicament takes a Mechanical Repair roll from another Dreamer to free the prisoner. Being trapped inside the gates is a ghastly experience – for each round, a trapped Dreamer loses 1 point of **POW** permanently to the Dream Machine.

The Palace Of The King

On the other side of the gate lies the Palace of the King. But this palace is like no other. It is crammed with machinery, so much so as to make it appear one massive machine. At its centre lies the King's throne room.

Dreamers see a small winding path between the machines leading deeper into the Palace. There are also multiple apertures that lead within the machines themselves, and these are easily large enough to contain a person standing upright. A successful Machine Realm Lore will identify that while their (human) intuition might be to follow the twisting path in their quest to find the King's chamber, this is not the correct choice. This part of the realm is so given over to machinery it makes sense that the King – the very heart of the machine world – would reside inside the machinery itself. Thus the Dreamers should navigate their way through one of the apertures. In the absence of a Machine Realm Lore roll, the Dreamers can deduce this by trial and error.

The Path

Taking the path leads deeper in among the machines as the walkway bends and turns back on itself, causing the Dreamers to lose all sense of direction. Within the centre of the Machines is a creature called The Foreman, which awaits hapless Workers (or Dreamers) who may wish to stray this way.

The Foreman is a horror conglomeration of ten men and women melded into a gigantic chugging machine. The limbs of these victims protrude from the body of the machine. The creature lurches on unsteady limbs, flailing with grasping hands at anyone who approaches it. Within the chest plate of the creature can be seen the tortured faces of the individuals trapped therein. They screech in silent agony at the horror of their situation. The Foreman clutches victims and drains their **POW**, trapping them in turn in its hellish body. Seeing the Foreman costs 1D4/1D10 **SAN**. It will pursue any Dreamers until they exit the Palace or enter one of the Machine apertures (see below).

Within The Machine

Surrounding the central plaza of the machine is a series of apertures which lead into claustrophobic tunnels where the cogs, levers, and pistons of the enormous palace seem to push right against the visiting Dreamers. Despite its appearance, entering a machine aperture is perfectly safe and indeed the only way a Dreamer can travel directly into the heart of the machine and the heart of the Palace itself. However, the trip is not without some discomfit. Shunted along conveyors, the Dreamers are pushed in and out of

Using The Dream Machine Miniature

Like the original Dream Machine which fuels the Realm and the prototype Dream Machine in the Museum, the miniature machine holds much power. Because of the nature of the Dream Machine as an engine for making dreams concrete, all of these devices act to intensify the skill and power of Machine Dreaming.

Using the miniature Dream Machine allows a Dreamer to simply focus on the machine and dream in their normal manner. The Machine Dreaming skill of a Dreamer using the machine in this way is multiplied by five, and the construction value earned by sacrificing **Magic Points** is magnified by a factor of ten. This allows a Dreamer to create some magnificent and spectacular dream constructions even with only a modest natural skill.

For example, if Dreamers usual Machine Dreaming skill is 10, then their skill while using the machine miniature is effectively 50%. Note that the extra strength of their expended **Magic Points** allow the Dreamer to build larger creations without the need to invest points of permanent **POW**. However, all Dream constructs using the Dream Machine must be machines or have some mechanical component. Thus an attempt to Dream into existence a club will actually result in a miniature steam hammer. Otherwise the same rules apply to what can be constructed within a dream as presented in "Running the Realm" on page 23.

Hemdale's original Dream Machine (the terrifying colossus at the centre of this world) uses the same principal only magnified thousands of times and siphons the **POW** from his workers to fuel the Dream edifices he builds.

The Miniature can only work while located within 1,000 yards of the original machine since it requires the original's power for its very existence. The earth-bound prototype in the museum is linked to the original but through the dream/waking world fabric, which may exist anywhere.



various machines, being folded, spindled, dragged over and under cogs. They are completely at the mercy of the machine during this journey. The contortions they suffer are not physically damaging, since the Dreamers snap back into shape once their trip through the machine is done. But once they have passed through the terrible manipulations of the machine they look appalling; after such an ordeal Dreamers must make **SAN** rolls with a penalty of 1/1D6 loss.

Finally they are each deposited as a small folded lump of flesh at the throne of the Machine King. The Dreamers can unfold painfully to face the awful majesty of the King himself.

THE THRONE OF COGS

The King's Throne Room is made of giant cogs. His throne is a cog and turns constantly, though the chair within remains facing towards the front. Behind and around him turn other cogs. They have neither shafts nor means of propulsion and often they turn in different directions, creating crazy patterns of fluid movement. On the ceiling of the throne room are dozens of pipes: thick and bunched together. They begin in the middle of the room and run outside it, all in one direction, as though they are fleeing in panic and squeezing out of the aperture left for them.

Lester Hemdale, the Machine King, wears the Armour of State, a massive, golden suit of armour made of clockwork gears and oiled pistons. Upon his brow sits a helm fashioned from a golden sprocket, and his staff is a gold-sheathed wrench taller than a man. His hair is white and cascades down across his shoulders where it falls almost to his hands. His face is heavy and jowled and weary beyond words. But the sight of the Dreamers sets the spark of light in his eyes … and also the glint of fear.

THE KING'S NIGHTMARE

Upon the arrival of the Dreamers, the King leaps up from his throne. His clockwork armour works overtime to compensate for his movements as he strides from one cog to another towards the Dreamers. "You are the ones," he bellows accusingly. "Oh so hateful destiny to bring the very creatures of my nightmare to my door."

The King accuses them of wanting to bring about the downfall of his "paradise of progress." He claims that he dreamed people exactly like them would come from the outside with designs on overthrowing him. He rants about those who would deny him his rightful justice during his living years and how he defeated them. So too will he now defeat the Dreamers. He speaks defiantly but there is clearly fear of the Dreamers behind his eyes. "I had a nightmare where the Workers had gained my Dream Machine and used it against me. Another time such as you were running amok in my glorious city, making sneaking plans against my rule."

Idea rolls will establish for Dreamers that this is likely how Yern got the Dream Machine Miniature (by sneakily causing the master Dream Machine to create a tiny version of itself while Hemdale was distracted). Thus, ironically, it is the product of Hemdale's nightmares that brought the Dreamers to his realm and delivered them the means whereby he may be defeated (see below).

Hemdale will not be reasoned with. He believes he is doing wonderful things for the land and without his "liberating" machines, the people would be lost. He speaks of this as his due, for what he suffered before in the Waking World: poverty, condescension and ignominy. He believes this Realm is his, the machines his servants, and the Workers actually people fortunate enough to be put under his care. In his mind the place is a kind of Utopia, and he envisions a future where the entire land, and perhaps the Waking World, will be under his dominion as well.

He is quite incapable of understanding the suffering he is inflicting. “And now, you devils,” he tells the Dreamers, “I will have quit of you.”

If, during the Machine King’s loquacious and rambling speech, the Dreamers wish to take physical action against the tyrant or to depart the chamber, they find that barriers now stand in their way. Dreamers trying to reach the King find themselves colliding with an invisible yet cold and hard wall standing between them and the monarch. Anyone attempting to leave the hall finds the doors similarly barred. Anybody who is so brazen as to fire a projectile weapon at the Machine King witnesses the strange sight of the bullet or weapon striking an invisible, glass-like barrier and taking a small chip out of it. Henceforth it seems as though a tiny flaw just hangs in the air between the Dreamers and the King. With repeated weapon fire, it would theoretically be possible to turn such a flaw into a larger hole, but events likely progress too quickly for such a tactic to bear fruit.

Eventually, Hemdale brings the audience to an end. This can occur once he has delivered his entire speech or be pre-empted by a Dreamer attack. In either event, the Machine King falls silent and raps his golden wrench upon the surface of the cog on which he stands. He closes his eyes and the Dreamers suddenly find themselves plucked up by the Dream Machine itself and flung vertically into the air.

THE DREAMERS ABOVE

The Dreamers begin a giddy ascent, drawn upwards through the machine by an invisible force which they are powerless to stop. Looking down as they fly upwards, they can see from above how the Dream Machine enfolds and encircles the King’s Throne Room like a protective wall. Its pseudo-face is only partially glimpsed from this angle, but it is still an awe-inspiring sight – a mass of cogs, gears, pistons and various metals, most of them precious.

The Dreamers eventually black out from the rapid climb … awakening some indeterminate time later at one of two posts, changed in some way (see below).

Ask each Dreamer to make another **Luck** roll. If a Dreamer fails he or she wakes transformed into an Overseer, apparently the result of some manipulation by the Dream Machine while the Dreamer was passed out. Conversely Dreamers that succeed in their Luck roll find that have been changed into Workers and deposited in an entirely different location from their companions. Most likely some of Dreamers will end up Overseers and other Workers, thus splitting the party in two. Both of the two fates are discussed below.

Serving The King

Dreamers who become Overseers find themselves in the Factory Belt with a group of Workers to supervise. The Dreamer wears one of the terrible cog-driven machine helms common to all Overseers, and feels its insinuating tendrils probing into their minds, compelling them to serve. Overseer-Dreamers must each immediately make Sanity rolls. Those who fail have succumbed to the influence of the dreadful helm. Such Dreamers become drones sworn to do their duty and keep the workers at their assigned machines, working to meet quota. Overseer-Dreamers under the influence of the helms may also control the Machine Hulks by verbal commands (**POW**°5 roll), but this is not apparent without experimentation. Unfortunate Dreamers who end up in this condition have no way of saving themselves; they can only be brought back from this terrible mental domination via someone destroying the helm and shattering the Overseer-Dreamer’s link with the Machine King.

The mechanism of the Helm is quite delicate and only needs 3 points of damage before its mental domination fails to work. Helms that are partially damaged can still



control Machine Hulks, but Helms which are destroyed (more than 6 points of damage) are useless. Keepers should carefully judge the actions undertaken during attempts to damage the helm to determine whether it may also cause damage to the wearer (e.g., hitting the helm with a weapon is almost certain to cause equal damage to both helm and the Overseer-Dreamer wearing it).

Trying to damage an Overseer helm has other perils. If such an attempt is made within sight of any kind of large machine (which is likely unless Dreamers expressly say they are trying to find one of the rare locations devoid of machinery), those devices see such an attempt and respond. Machines outraged by a brazen sabotage attack suddenly just stop their motion. A moment later they begin to twist in on themselves, changing over 1D6 rounds into a Machine Hulk (roll on the table on page 55 for type) to deal with the offender. This may lead to many Machine Hulks following the Dreamers around hungry for revenge – this offers great incentive for the Overseers to attempt to activate the helm ability to control Hulks.

Those Dreamers who have become Overseers but have not succumbed to the helm's influence find themselves placed in an identical situation, but without the mindless compulsion to hound the workers. Despite the fact that they wear Overseer helms, they are free agents. Again, with experimentation they may come to realize that the helms give them some control over the Machine Hulks. This ability can, however, be cancelled by either the King or the Dream Machine at any time; thus any attempts to use the Machine Hulks directly in opposition to the King cause the powers to be instantly lost. Used wisely, these powers can place the Overseer-Dreamers in a unique position to affect this world and to offer some (indirect) resistance to the Machine King.

If all Dreamers have somehow become Overseers and all have succumbed, they are in no position to save themselves from a lifetime of servitude. However, even if they have parted on poor terms, Yern and the Enclave attempt to free them from this terrible fate by destroying the Helms.

Serving The Machines

Dreamers who become transformed into Workers wake to find themselves standing at a machine. They must tend their duty and perform their Machine Task regularly. This task is usually something as mundane as pulling levers or turning wheels although more fiendish Keepers may wish to station one of the Dreamers in the Foundry hauling giant ingots or chained in the middle of the giant cog wheel in the Factory Belt.

Overseers stand nearby and immediately upon the Dreamer's waking begin shouting through their cog-driven helms for the Worker-Dreamer to "WORK! WORK! WORK!"



Should a Dreamer question why he or she has been placed in this situation or why he or she should do as the Overseers say, he receives a verbal blast. "This section is BEHIND QUOTA! All workers must WORK! WORK! WORK! Time to rest when the work is done! Power! Force! Motion! Drive!" A second attempt at defiance is met with a sterner response: the Overseer attacking with its cruel whip.

If a Worker-Dreamer wishes to follow the instructions of the Overseers and perform their appointed task (and initially they may have no other choice), they find that the work is simple enough but back-breaking hard labour. Although unpleasant, Dreamers who find themselves in this position likely need to tend to their allocated machine at least long enough to plot their escape from the Overseer's thrall.

Keepers should run the hard labour of a Worker-Dreamer as a series of skill checks against a generic skill "Machine Task." All characters begin with this skill at 100%. However penalties apply to rolls as the Worker-Dreamer becomes more tired. . For the first few hours that a Worker tends to their allocated machine, assume that they can do so safely without a skill roll. Once they have continuously worked without rest for a number of hours equal to their **CON+STR**, penalties begin to apply, owing to the Worker-Dreamer growing weary. From this point onwards the Keeper should call for a roll against the "Machine Task" skill every ten minutes with a cumulative penalty increasing by -10 percentiles on each successive roll (up to a maximum penalty of -75 percentiles). Thus after **CON+STR** hours plus 80 minutes of operation the

skill roll is reduced to a 25% chance of successfully operating the machine without risking an injury. Dreamers who fail their roll risk a Machine Accident. A failed **DEX**°4 means they have had such a misfortune.

The average work shift at a Machine is 14 hours, with skill checks being required for every ten minutes of operation. Worker-Dreamers likely want to escape their forced labour as soon as possible, but this is easier said than done. Overseers keep constant vigil on Workers. While it is permissible for a Worker to briefly leave his or her allocated machine, absences longer than a minute or two are expressly forbidden (and threaten quota). Any Worker-Dreamer who has left their machine is discovered and pursued by Overseers or Machine Hulks after 1D10 rounds. These heartless machines and hybrid machines do not stop their chase until either the Worker-Dreamer has returned to their appointed machine or has fled into a different region of the Realm (e.g., has crossed from the Factory Belt into the Mines or vice-versa). Each Overseer and Hulk is charged with maintaining production in one region only and thus turn back when an escapee has entered another region … but if he or she ever re-enters their area the effort to recapture them is redoubled!

As Worker-Dreamers tend to the machine, the device also saps their Magic Points at the rate of 1 per hour. These points go into the pool which the Dream Machine uses to shape the Machine King's Realm. Magic points are recovered as normal once the Worker is off shift. If Workers survive their shift they are escorted en masse to the Worker Hovels until their next shift resumes.

The Dreamers' Dilemma

Dreamers must now escape from the predicament posed by their strange transformation, regroup, and decide what to do next. Noble Dreamers doubtlessly want to invent ways to overthrow or defeat the Machine King. More selfish Dreamers likely want to track down the Steam Gate and return to the Waking World (which, in effect, can only be achieved by finding and damaging the Dream Machine which the King will never allow unless overthrown).

The Keeper should encourage his or her players to concoct their own strategies, dependent on the penchants of the players. But essentially most plans fall into one of two categories: Covert Sabotage or Fomenting Revolution. The challenges posed by each of these options are discussed below. Creativity should be rewarded when the Keeper is assessing the likelihood of a plan succeeding – after in, in the dreamlike world of The Machine King a brash and showy plan is at least as likely to succeed as a cold and calculated one.

Machine Accidents

Machine Accidents are part of the constant hazard of this industrial dreamscape. Once it is established that a Worker or a Dreamer has befallen a Machine Accident the player must roll on the table below.

Roll 1D20.

1D20	Location
01—03	Right Leg
04—06	Left Leg
07—10	Abdomen
11—15	Chest
16—17	Right Arm
18—19	Left Arm
20	Head

If the location is a limb (arm or leg), make a second 1d100 roll to determine what percentage of the limb has been caught in the machine.

Once location has been found, a 1D10 is rolled to find result.

Roll 1D10

1	Body part is injured. Victim loses 1D4 hit points and use of that limb or body part for 1D3 days.
2	Serious injury. Double the consequences of a normal injury, above.
3	Injury and disfigurement. Treat as per a Serious Injury above plus the victim loses 1D4 **APP** (1D6 if Head).
4	Amputation (or, in the case of torso, broken ribs). Treat as per a Serious Injury above plus the victim has lost that limb or body part. If the affected area is the Head, the victim is dead.
5	Amputation and disfigurement. Treat as per an Amputation above plus the victim loses 1D4 **APP**.
6	Serious disfigurement. The victim loses 2D6 hit points and 1D10 **APP**.
7	Drawn into the machine. The victim loses 3D6 hit points and 1D6 **APP**.
8	Mangled but alive. The victim is reduced immediately to 1 **HP** and 3 **APP**.
9	Mangled and dead.
10	Mangled and devoured. What little of the operator remains goes into the machine and becomes part of a Foreman (see "The Path" on page 38).

Sanity Point loss for witnessing a Machine Accident is 1D2/1D6; suffering a Machine Accident causes a Sanity loss of 1D3/1D10.

COVERT ACTION

The Dreamers may plot to undermine the King's rule (or at least gain access to the machine which controls this reality) by stealthy methods. In practice, this means either sabotaging the Dream Machine itself or somehow plotting to assassinate Lester Hemdale.

The Keeper should allow the players to describe in detail how they propose to achieve their desired goal and determine the likely hurdles they will face. One disadvantage of adopting the sneaky option is that the Dreamers are likely to be working with no help from the seething throng of oppressed Workers (since any attempt to use their numbers is hardly going to remain stealthy for long).

Dreamers may decide to call upon the assistance of the Enclave either to help devise a covert action or simply to participate in such an undertaking. Because the Enclave members are currently all working as part of the same work shift that the Dreamers recently escaped from, it is not immediately possible to meet with them or otherwise engage their support. The shift does not end for at least ten hours after the Dreamers meet up again. Thus, in practice, Dreamers probably need to spend at least some part of the night in the hovels, sneaking back into the Factory Belt with the next shift.

The key challenges that the Dreamers need to find solutions for are:

- Safely traversing the various regions of the Machine King's realm (which may now be in a heightened state of alert following disruptions caused by rogue Worker-Dreamers or Machine Hulks that have run amok at the behest of Overseer-Dreamers free of mind conditioning).
- Avoiding any of the roving packs of Overseers or Hulks which are still on the lookout for escaped Workers or turncoat Overseers.
- (If planning to assassinate the King) Determining a method for getting past the crystalline barrier that seems to protect the King while in his throne room˜... perhaps by finding some way of drawing him out to another location.
- (If planning to sabotage the Dream Machine) Determining a method for gaining access into the depths of the Palace Machinery.

Generally, any questions that Dreamers have about the way reality works in this Realm can be resolved with a roll against the new skill Machine Realm Lore (see page 23). Similarly, plans which call for the wholesale construction of some specialized item of machinery or modification of an existing machine may take advantage of the Machine Dreaming skill (see page 24). Actions which depend upon knowing how to cause maximum damage to a machine – particularly the Dream Machine itself – rely on successful Mechanical Repair rolls, though Locksmith may suffice when it comes to knowing how to upset delicate machinery (at the Keeper's discretion).

The most likely outcome of a successfully executed covert plan is that the Dreamers (probably after considerable hardship) sneakily find their way back into the presence of The Machine King. This may be the purpose of the action (for example, if the Dreamers' goal is assassination) or it may happen by accident (for example, when the King is discovered consulting with his precious Dream Machine when Dreamers arrive to sabotage it). In either case, a repeat encounter with the Dreamers certainly leads to Hemdale becoming distraught. He has been having nightmares about these disruptive individuals, and now they have succeeded in evading all his security measures to sneak undetected into his royal presence. Keepers are directed to the section, "The King's Plea" to resolve this tense encounter.

WORKERS' REVOLUTION

Perhaps a more likely tactic for Dreamers is to concoct a scheme whereby the dissatisfaction of the huge body of oppressed Workers can somehow be used against the tyrannical King. This option has already been suggested by Blar, Farrigan, and the Enclave.

Dreamers may wish to incite a riot among the Workers and stage a revolution against the Machine King. In practice this is not as easy as it sounds: certainly there is a vast dissatisfaction amongst the Workers, but they also spend most of their time exhausted from long hours tending



the machines. Furthermore there has been loose talk of revolution for as long as anyone can recall, yet to date nothing has eventuated, leaving many Workers resigned to the fact that they will always be oppressed.

In practice, the only way to achieve the support of the workers is by doing something appropriately dramatic. Mere rhetoric, no matter how impassioned, does not suffice. If the Dreamers destroy a Machine Hulk, sabotage a machine, or otherwise prove their prowess as freedom fighters, they will begin to sway the masses.

In terms of game mechanics, the struggle to rouse the sleeping army of Workers is modeled as the accumulation of "Revolution Points". The Workers army begins with a low level of latent dissatisfaction which equates to 10 Revolution Points, but bold and decisive actions by the Dreamers can quickly lift this tally. The table below shows how their actions contribute to the total:

Action	Effect on Revolution Point total
Each normal machine sabotaged	+1D4
Each Overseer neutralized or eliminated	+1D6
Each normal Machine Hulk "killed"	+2D6
Each Kingot "killed"	+4D6
Flashy act of defiance (e.g., destroying one of the Palace Gates)	+5D6
Each battle where the machine forces repel the Dreamers	–3D6

Once the total accumulation of Revolution Points is over 100, each action which increases the total has a chance to tip the masses to revolt. The Keeper should subtract 100 from the newly increased Revolution Point total and compare it to a D100 roll. If the roll is below the calculated value, the revolution has begun!

As the freedom fighting actions of the Dreamers or the Enclave proceeds, the Keeper may rule that any dramatic victory (whether motivated by revolutionary zeal or not) may contribute Revolution Points. Thus it may occur that if the Dreamers do something dramatic for some other reason (e.g., controlling a Hulk or combating one in order to escape) the Enclave make full capital out of it. Blar in particular will not be above using such bold victories to further his cause. Seeing them, he leaps up and begins to whip the Workers into a frenzy, thus starting the kind of Revolution they wished with the Dreamers' inadvertent help. It is up to the Keeper to determine whether the Dreamers become deliberate Revolutionaries, accidental Revolutionaries, or are swept along as part of an uprising that is beyond their control.

In any case, once the Workers are roused, the results are terrible. The Workers begin to attack the machines they have so long slaved over. At first casualties are high, but as more and more workers abandon their machines, the Dream Machine loses their great store of Magic Points to keep the machines fluid and operating. The Workers move in a huge wave inwards towards the Palace, sweeping the Dreamers along with them, incapable of stopping now. More deaths occur but the Workers carry their fellows away from the Mines and the Foundry to the walls of the Palace itself.

The Palace Gates present an obstacle – not enough Workers can squeeze through them, and the Hulks upon the wall rain down molten metal upon the Workers. This cruel and deadly rain has a 35% chance of hitting any character that is in the first wave charging at the wall. Being hit means instant death.

Creative Dreamers may decide to Dream into existence Machines designed specifically to batter down the wall. This is greatly assisted by the powers of the Miniature Dream Machine, which works at full capacity this close to the original. Alternatively the Dreamers may volunteer to lead a spearhead group to rush the gates, fight the Hulks on the other side, and throw open the massive controls which maintain the weird existence of the shifting gates (causing them to simply vanish). Because there are so many tactics the Dreamers may consider, it largely falls to the Keeper to determine the types of challenges that must be overcome for any particular plan to succeed.

Once the Palace Gates (or possibly the walls themselves) have been breached, the Workers rapidly storm the Palace. An assembled force of freedom fighters falls upon the horrible Foreman, ending its existence (probably at the cost of several Workers' lives). With this last sentry dispatched, the Revolution spills into the King's throne room.

Keepers who must somehow run the grand events of the Workers' Revolution should remember to keep the action grand and sweeping. There are hundreds of thousands of Workers and by the time the revolution is gaining momentum the force of their attack against the machines is terrible. Keepers should allow 50 rounds where the Machines are at full strength, after which they begin to quickly succumb to the depletion of their Magic Point store, becoming weaker with every moment.

The King's Plea

Whatever means the Dreamers use to regain access to the Machine King's throne room – whether by the uprising of the masses or the chicanery of stealthy plotting – the tyrannical monarch is aghast at the results. He strides forward in an effort to browbeat his attackers. "You must depart. You must not undo all my fine work here. I will not allow it."

More bluster follows but essentially at his core poor Hemdale is a coward, and quickly his thoughts turn to his own personal safety. Before enacting his plan for escape, however, he makes one last desperate bid to the Dreamers.

"Oh creatures of my nightmare, I will make you partners. Will that placate you? You too shall be kings and rule this empire with me! This is progress and progress must not be impeded, not matter what the cost." If the Dreamers appear not to be interested in his pleas and Hemdale sees he is in peril he uses his personal magic points and the power of the Dream machine to stage a spectacular escape.

The Flight of the Monarch

The King slams down his golden wrench-like staff and the Dreamers — and Workers if they are present — are suddenly driven back by a wall of Machinery which begins to build up between them and Hemdale. At once, the cogs of the Throne Room spin away, breaking up entirely as the Palace wall implodes. The Dream Machine compacts itself into a box of complex mechanics with its blank machine face (the same one seen by the Dreamers an age ago in their mundane Dream) on the side.

The box then changes again, giving itself wheels.

The Dreamers (or perhaps the Enclave or the assembled Workers) doubtlessly want to break down the new wall which Hemdale hides behind. This can be done, although it must be overcome as per the Palace Gates (i.e., individuals can find their way through with a failed **Luck** roll, but a Dream construction will be needed to smash the wall to pieces).

Once through the Machine Wall they see the means of Hemdale's exit: The Dream Machine creates from the machinery of the Palace a massive and powerful Steam Engine. The Machine quickly couples itself to the Engine and Hemdale Dreams into existence rail tracks leading away from the Palace and out into the Realm at large. The Steam Train bearing the Dream Machine and the Machine King roars away into the gloom.

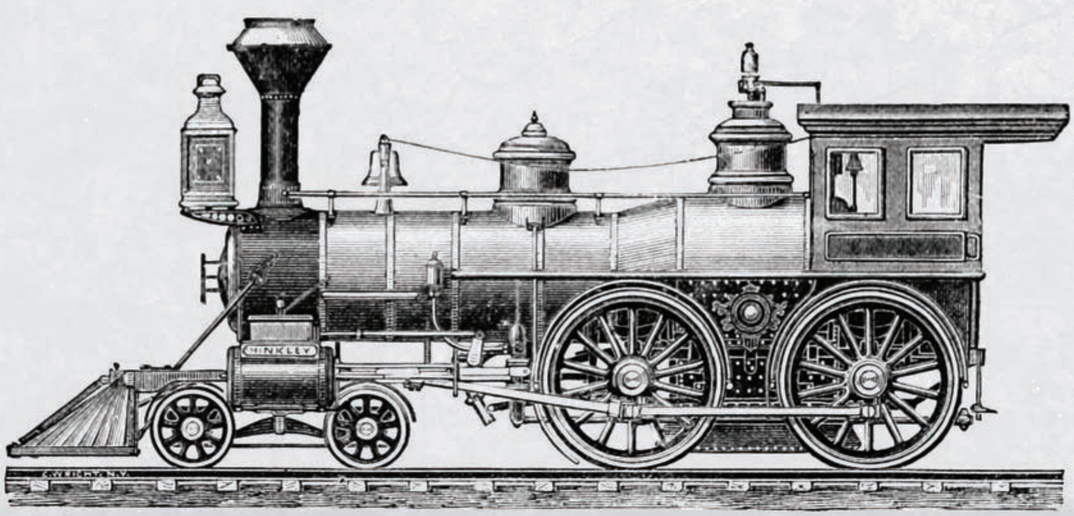
The Great Steam Dream Chase

Yern or one of the other Enclave says to the Dreamers: "He must not be allowed to take that monstrosity and begin this insanity elsewhere. He has to be stopped."

Dreamers at a loss as to how to do this are reminded by Yern or a successful Idea roll that they possess a Dream Machine of their own – the Miniature. Using this they can create their own Steam Train and follow the King's tracks. This is, indeed, their only option, for already the King's machine is vanishing into the distance. If they hesitate too long, all is lost – for the Miniature Dream Machine only works while it is within 1000 yards of the original, which is rapidly moving away from them. The Dreamers must catch up to the King and stay within this 1000 yard range or lose him forever. If the Dreamers have not been given the Miniature Dream Machine by now, Keepers can elect to have Yern present it or even allow the Dreamers to find it in the Throne Room.

It costs 50 Magic Points to create a Steam Train that can follow the King's own. Normally this would be well beyond the capacity of any Dreamer, but (as described on page 38) the Miniature Dream Machine not only magnifies the bearer's Machine Dreaming skill by a factor of five, it also magnifies the effective construction value of sacrificed **Magic Points** by a factor of 10. Thus, the creation of a Steam Train using the powers of the Miniature requires a roll against the greatly enhanced skill score and the expenditure of only 5 of the bearer's own Magic Points. The same benefits will apply for subsequent manipulations later in this chase sequence (as long as the Miniature remains within 1000 yards of the original).

The tracks created by the Dream King are still where he left them and if the Dreamers wish to save **Magic Point** expenditure to power the thing (1 point per round) they can create a coal store (costs 5 **Magic Points** to create) as part of the train. Then, the train can be powered simply by one of the Dreamers (or perhaps a volunteer Worker) shoveling coal to keep the Engine's steam powered up.



"ALL ABOARD"

Driving the Steam Engine is simple enough. A History roll or Operate Heavy Machinery is sufficient to understand its controls. Once this is done the Dreamer who is taking on the role of engine driver can use his or her Operate Heavy Machinery roll (or halved Drive Carriage if none have the former skill) to control the engine. Only the driver and two firemen can fit in the cab; other Dreamers must cling on to the sides of the train, gripping the metal railings and platforms that run its length.

With a successful Operate Heavy Machinery roll (or halved Drive Carriage) the Engine is underway. Dreamers pass rapidly through the Machine Realm as the engine gathers momentum. The tracks lead ever outward and away from the Palace, which seems to have existed at the very centre of the Realm. Passing by the Foundry and Mines and the machines and finally the hovels, the Dreamers' engine roars through a tunnel in the wall surrounding the city, emerging into open countryside beyond. Blue sky and green fields envelope the Dreamers with their beauty. After the stark and dismal horrors of the Machine Realm these simple natural beauties take on the profundity of a Van Gogh. It only serves to illustrate how tragic was the Machine King's vision and how awful it will be if he escapes to create another land of desolation.

Once past the first glimpse of countryside the King comes into view. The Dreamers realize they are slowly gaining on him because of the huge weight of the Dream machine that Hemdale's locomotive must tow along.

As they gain on the engine they see Hemdale shaking his fist at them from the engine. He is clearly not about to take this defiance lying down. The Dream King employs a number of tricks and devices in an effort to waylay the Dreamers. Some may be avoided by a successful Operate Heavy Machinery (or halved Drive Carriage) roll; others need some creative rewriting of the Dream reality via the Machine Dreaming skill. See below for some of the tactics Hemdale is certain to use, although Keepers should also consider inventing their own unique and creative maneuvers for the crafty Machine King to attempt.

RUNNING THE RACE

Although the Great Steam Race is presented as a "chase" sequence, the mechanics of running the pursuit are more abstract than usual for a physical vehicular pursuit. This is due to the malleable nature of the Machine King's Realm – while the Dreamers' engine is lighter and faster, and should quickly and easily catch the King, he has the ability to warp reality by using the Machine Dreaming skill to create



obstacles to slow his pursuers. The Dreamers, thanks largely to their possession of the Miniature Dream Machine, have similar abilities.

Thus the result of the chase is determined less by the physical properties of the vehicles and more by the successful rolls against Machine Dreaming and having a sufficient pool of Magic Points to draw on to create and modify reality. In this, however, Dreamers do have one huge advantage – as noted in the box "Running the Realm" on page 23 – bringing new things into existence (the Dream King's most likely tactic, see below) costs vast quantities of Magic Points, but altering items that already exist (the Dreamer's most likely response) costs only a fraction of the points. So, if they can weather out his barrage of obstacles, twists to the rail tracks, and mechanical juggernauts, they will likely find that all-too-soon the King has exhausted his store of Magic Points. This is the end of the chase: see "The Ruin of the King" below.

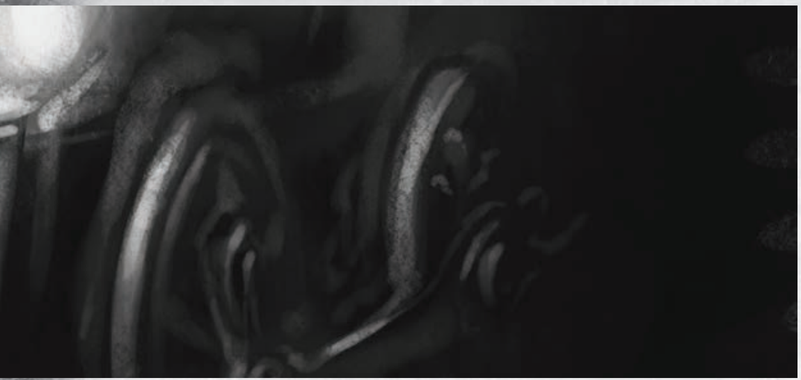
However, if the chase becomes protracted with many situations arising where the Machine Dreaming skill must be employed to rewrite Hemdale's version of reality, it is entirely possible that Dreamers themselves may begin running short on **Magic Points**. The Keeper should remind players (if they do not think of it themselves) that there is nothing to stop Dreamers passing the Miniature Dream Machine between themselves to share around the mental burden of creating or manipulating features of the Dream landscape (and avoiding any one Dreamer's **Magic Points** from becoming depleted).

OBSTACLES

The Machine King can create:

- Machine-built rods that appear across the tracks.
- Levers which move the tracks up and down, threatening to derail the engine.
- Hulking machines which sit squat and heavy in the path of the oncoming train.

Writing these obstacles out of existence requires thinking up either a Machine or a modification to reality that cancels



out Hemdale's own. Dreamers cannot simply make the things vanish by force of will. Generally, machines required to counteract such obstacles need a minimum of 10 **Magic Points**, considerably more if the machine is especially grand or complex. The Keeper should allow Hemdale to throw a range of different and varied obstacles at the Dreamers' train, some simple and some quite difficult.

TRACKPLAY

The track on which the trains run is entirely a creation of the Dream King, and as such he has the power to rewrite how it works. This allows Hemdale to alter the track to:

- Vanish in front of the pursuing engine.
- Become twisted by rerouting it.
- Run into a hill or into the ground.
- Twist into a loop.
- Do any other strange thing that the Keeper can imagine.

Generally, the manipulated tracks are entirely unsuitable for the Dreamers' train to travel on, and as such the changes to track must be undone for the chase to proceed. Twisted tracks must all be Dreamed straight again through use of the Machine Dreaming skill. The cost is 5 **MP** per one feature of Track (loop, straighten, change).

Especially cruel Keepers may allow for The Machine King to create a track manipulation so close to the current location of the pursuing train that the driver must make an emergency stop to avoid instantly derailing the engine. Such a maneuver requires a successful Operate Heavy Machinery roll (or halved Drive Carriage); failure means the Dreamers' engine has come to a screeching halt. Anyone onboard who fails a Luck roll takes 1D4 damage. It is difficult though not impossible for the Dreamers to put a derailed train back onto a track (after the track itself has been fixed as above). Such an effort normally takes 50 **Magic Points** and a successful Operate Heavy Machinery roll. If the latter roll is failed, the Dreamers get one more attempt at the same roll next round – after that, the Machine King's train has moved far enough away that the Miniature Dream Machine no longer works and the chase is thus effectively over.

JUGGERNAUT

The Dream King may choose to Dream into existence vast and ugly wheeled monstrosities which can block the rail track or otherwise harry his pursuers' train. These mechanical abominations are called Juggernauts and resemble huge crouched mechanical Rhinos with wide scooped grates at the front for picking up and flinging away other engines.

There are two kinds of Juggernaut which Hemdale may decide to create – Pursuit and Collision. Collision Juggernauts are effectively a kind of train engine which are brought into being on the track between the Dreamers' train the Hemdale's and race hell-for-leather at the Dreamer train at full speed. Their aim is to smash into the Dreamers' train head-on, hopefully rendering it inoperable. Collision Juggernauts are thus built for bulk, since a larger mass means a more damaging collision. Pursuit Juggernauts are a variation on this theme – they are smaller creations which are brought into existence behind the Dreamers' train. They are built for impressive bursts of speed, and their purpose is to ram the Dreamers' train from behind. The Pursuit model is, however, also armed with an additional weapon: they carry cruel devices consisting of compressed bunches of coiled spring with whirling blades attached. If a Pursuit Juggernaut gets within fifty feet of the rear of the Dreamers' engine these things leap onto the Dreamer's engine and begin to set among the Dreamers on board.

The Keeper can choose how he or she wishes to run the interaction between the Dreamers and these terrible machine monstrosities; however the following guidelines may serve as a starting point:

- When a Juggernaut is brought into existence the Keeper should determine how many rounds the Dreamers have before the construct will collide with their engine. This can be either a random roll (2D4 rounds) or picked by the Keeper.
- If Dreamers want to buy themselves a little more time, they can speed up or slow down their own engine. Successfully changing speed under such pressure requires an Operate Heavy Machinery roll (or halved Drive Carriage). If tackling a Collision Juggernaut, slowing the engine can gain an additional number of rounds equal to a quarter of the current rounds left before collision. Alternatively, if trying to outrun a Pursuit Juggernaut, speeding up the engine can gain the same amount of time. Note that if the Dreamers are faced with both a Collision Juggernaut and a Pursuit Juggernaut at the same time such strategies are probably ineffectual.
- The best way of tackling Juggernauts is via track play (as described above). Dreamers can twist the track

ahead or behind them such that the rails lead the Juggernaut to a dead-end, or off a cliff, or such. Each such manipulation takes time to achieve even after a successful skill roll has been made and Magic Points spent. Assume that it takes two rounds to change each aspect of the track. Note that if the Dreamers are altering the track ahead of them they will need to change it back in time for their own engine to successfully continue along the track – this requires a second application of track play (including another skill roll and Magic Point spend).

- If a Pursuit Juggernaut ever gets within 2 rounds of colliding with the Dreamers' engine, it will deploy its horrifying springs of sentient razor wire. Assume that 1D4 of these "Leapers" successfully land on the engine. These specialized types of Machine Hulks (see statistics on page 58) will attack anybody they encounter and will lash out with their whirling blades as long as there is life in them.

The Hammer Tunnel

Finally, after he has exhausted his repertoire, including any ploys the Keeper may provide, Hemdale knows he is losing. Despite the intensifying power of the Dream Machine he feels his reservoirs of Magic Points rapidly running dry. Rather than take defeat gracefully, however, the obstinate Machine King decides to create one final great obstacle which the Dreamers must overcome. With his last strength Hemdale wills into existence a vast tunnel wider than ten barns and sixty feet high. Within, multiple Steam Hammers crash down on the track that runs from one end of the tunnel to the other. To catch him, Dreamers will have to pass through this gauntlet.

Some possible options to run the gauntlet are below. If Dreamers decide on other ways around this frightening obstacle, the Keeper should consider their plans but remember an attempt at circumvention will be difficult.

It will be very costly for the Engine to get around the newly-created mountain by modifying the track, since a vast detour would need to be created. The Engine could conceivably go over the top of the mountain if the Dreamers created track that negotiated its steep slopes in this way; however driving a train on such a gradient would require a halved Operate Heavy Machinery roll lest the train be derailed (see "Track Play" above for the consequences of a derailment).

Dreamers who take a deep breath and decide to run the gauntlet of the hammers need to stoke their engine to a full head of steam and deploy some excellent judgment and driving skills to avoid being crushed by the hammers.

There are four hammers within the tunnel. For each hammer, the driver of the Dreamers' train must make both an **INT**°5 and an Operate Heavy Machinery roll (or halved Drive Carriage). Failure on any roll means that the Engine is destroyed beneath the heavy blow of a Steam Hammer.

Passengers caught in smashed or derailed Engines have a chance to Jump free; those that succeed suffer only 1D6 **Hit Points** damage to themselves. Passengers who fail their Jump rolls take 3D6 damage. Keepers should exercise some discretion here. The Hammer Tunnel is one great final obstacle rather than a method for obliterating the party.

Dreamers who find themselves flung free of a destroyed train engine can still attempt to continue through the tunnel on foot. It is actually considerably easier to evade the Steam Hammers by running beneath their pivots at carefully chosen times. A successful Jump roll is sufficient to avoid a hammer, as is **DEX**°5 ("sprint for it") or **INT**°5 ("carefully compute the safest moment"). If the Dreamers' Engine was destroyed only part way through the tunnel, there may still be several hammers between the Dreamers and the tunnel exit – each of these needs to be avoided using one of these rolls. A Dreamer who attempts to bypass a Steam Hammer but fails his or her roll suffers 5D10 **Hit Points** of damage.



The Ruin Of The King

Once the Dreamers have emerged from the Hammer Tunnel – either by train or on foot – they will see that far from escaping, the King's Train is itself broken. It lies derailed beside the track, still slowly chugging. The King lies where he has been flung on the ground nearby. His eyes stare vacantly ahead. He is incapable of speech or action. Hemdale has sacrificed the last of his mind and power to the Dream Machine and in the process has been ravaged. He now lies pitifully upon the ground. The Machine however, chugs on. In the absence of power (**Magic Points**) it can do little, but small machines spring up out of the ground, die and fade to nothing before the giant machine.

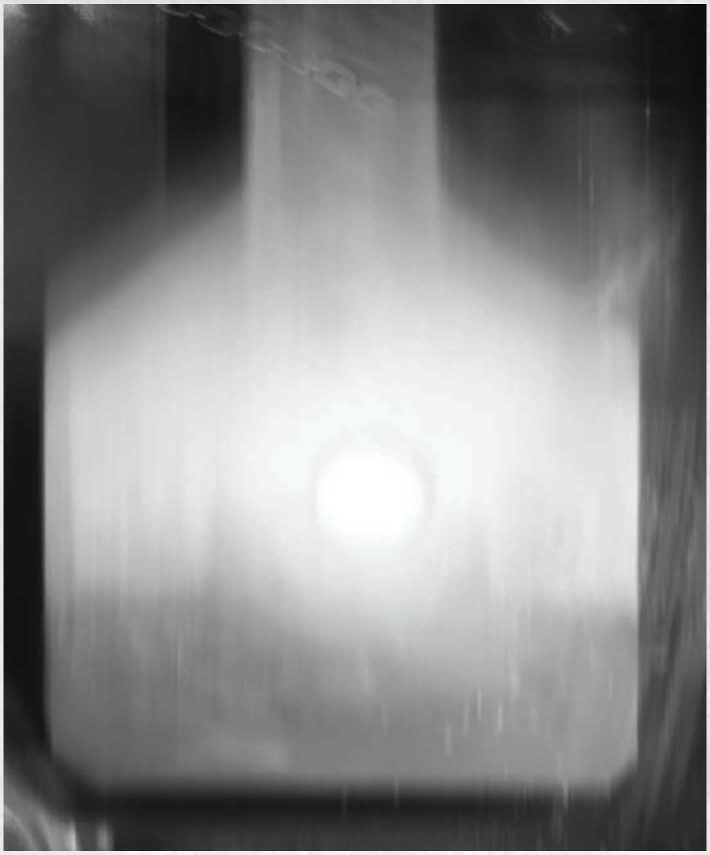
As the Dreamers watch, the Dream Machine begins to fade so that its inner workings can be seen. A Spot Hidden reveals a compartment within the very center of its semi-transparent bulk shaped exactly like the Miniature Dream Machine (which they likely still possess).

The Machine King looks up at those who have defeated him and emits three words, little more than painful croaks. "Turn the key." Then he lapses back to his inert state.

No matter what the Dreamers do, the Machine King will say nothing more to explain this cryptic comment. Indeed, he seems entirely non-responsive even to threats of physical violence. Any Dreamer that attacks Hemdale will find that he does not defend himself in any way and will (if anyone wishes to take it that far) die without another word or action. Dreamers deciding to kill the King in the belief that such action will undo the plight of the Realm or return them to the Waking World are sorely disappointed. Even as his lifeless form slumps on the grass it becomes abundantly clear that it is the Dream Machine that sustains the shabby reality of this place, not its King and master. That device still hums and whirrs unevenly in its partially-transparent state.

Although not obvious, the Dreamers do possess all the constituent parts needed to finally unmake the Dream Machine and free the Realm forever. The critical action that brings about the destruction of the machine is the return of the Miniature Dream Machine to the place from which it was originally taken (at the heart of the machinery). Keepers should ensure that Dreamers have every opportunity to notice the suspiciously-shaped gap deep within the semi-transparent Dream Machine. If everyone failed their Spot Hidden rolls, the Keeper should consider other methods of drawing this core clue to the attention of the Dreamers.

If Dreamers choose not to follow-up on the King's odd comment and the semi-transparent Dream Machine, they are welcome to leave the wrecked monarch (or his corpse) and trudge back to the populated part of the Realm. If any of the Enclave are present they will be disappointed with



this denouement, remaining adamant that the threat of the Machine must – somehow – be stamped out forever.

Without intervention from the Dreamers, the Dream Machine actually shuts down of its own accord in a matter of weeks or months. With no source of energy, the Machine is impotent. Weeds grow over it in years to come. This does not mean that the threat of the Dream Machine has been thwarted – should anybody venture near its dormant form in the future it gladly taps into their power and begins to create more machines. Thus the cycle of Machine oppression will begin again, under the tyrannical rule of a new Machine King.

Dreamers who decide to explore within the dying semi-vitreous Dream Machine will easily find an aperture through which they can enter its byzantine interior.

The Dream Machine's Nightmares

Within the Machine is a nightmare world. The machine itself is suffering from nightmares, on this eve of its destruction. In these terrible dreams, machines are replaced by flesh and blood. In the one-dimensional view of the Dream Machine, these strange thoughts have led it to a kind of epiphany. It has realized that there really is no difference between flesh and machines – before, it made its constructs purely out of metal, stone and glass ... but it could certainly apply the same principles to flesh, muscle, skin and blood. They are simply components of a different type of machine.

Thus, the nightmare world that now engulfs the inside of the Dream Machine is filled with shambling things unglimpsed from outside. They are an obscene molding of human flesh formed into the shape and nature of machine. Arms and legs are twisted into coils, apertures open in torsos for printing and clamping, levers of legs and arms are swung up and down to send chattering flesh beasts lurching from side to side.

Dreamers venturing inside the Machine can navigate their way through the machine simply enough: the transparent walls mean that they can easily see their goal. But the Sanity cost of being within this horrific realm is high. Simply entering the flesh and bone interior of the Dream Machine costs 1D6/1D20 Sanity Points. Dreamers who go insane while in this sinew-filled place actually become transformed into one of these hybrid machine-flesh obscenities. This actually provides no penalty to action, but the experience of being reshaped into a hideous parody of the human body costs the Dreamer 1D3/1D8 Sanity Points. The Waking Investigator whose Dream-self has been transformed in this way henceforth gains a faint suspicion that machines are out to get him. Merely viewing a comrade suffer this terrible fate costs 1/1D6 Sanity.

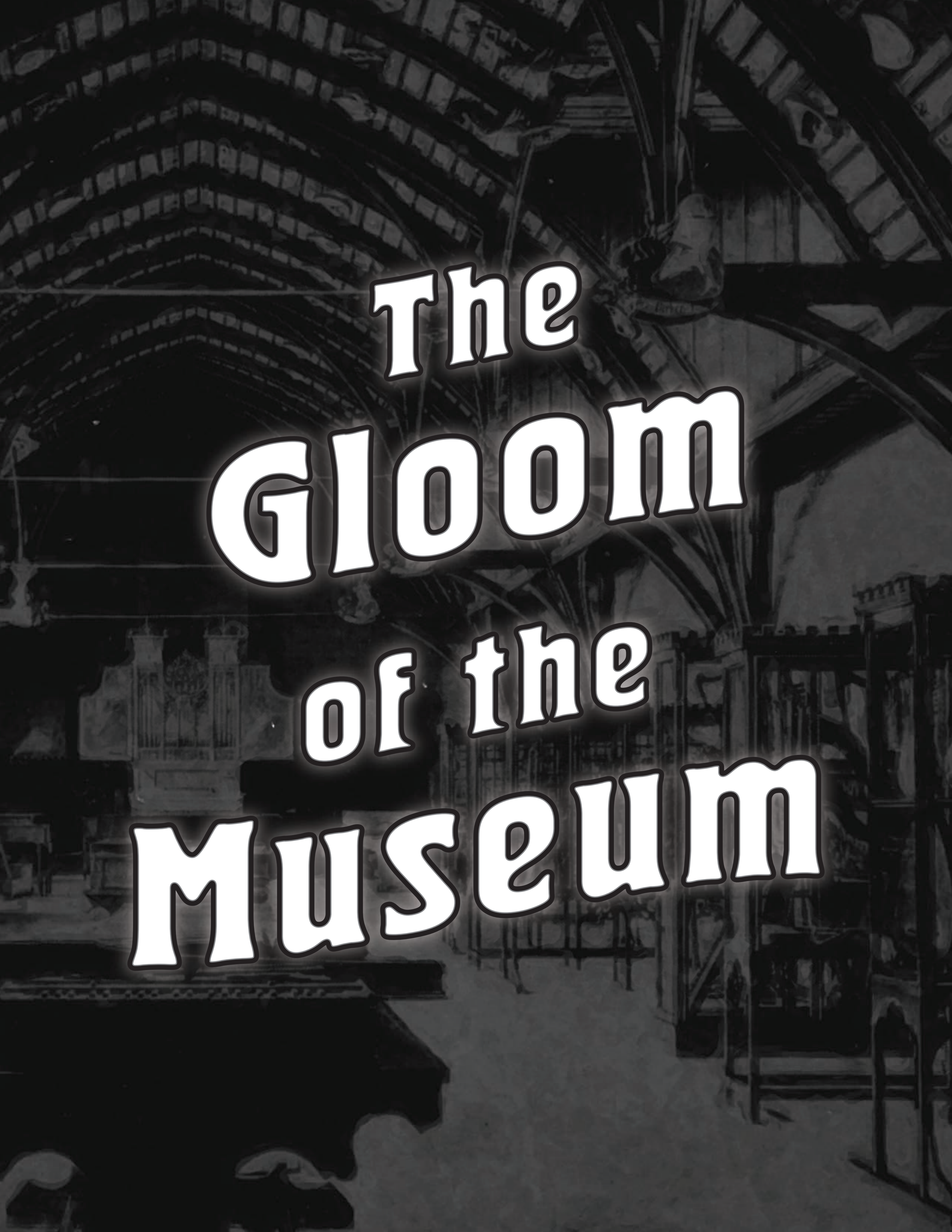
If the Dreamers make their way to the heart of the Dream Machine and place the Miniature in the compartment especially shaped for it, the entire bulk of the Machine begins to fade around them, piece by piece. Finally there is simply the Miniature sitting before them upon the ground. As they are just adapting to this strange transformation, a jet of thick white steam shoots forth from the Miniature.

The Steam Gate Again

This is the Steam gate which will take the Dreamers home; whether they like it or not. The Steam quickly envelopes everyone. As the Dreamers step through it, they catch a glimpse of the horizon where the Machine Realm belches forth its filth. In the distance, the Dreamers can see Yern and the Enclave bidding them farewell. The thanks of these people echo in the Dreamers' ears as they step through the Steam Gate.

The entire Realm begins to fade away from around them as did the Dream Machine, leaving in its place grassy slopes, gentle hills and thick copses of trees. Since the evil nature of the machines has been defeated there is no cost for the Dreamers to travel back through the gate to the Waking World.

The Gloom of the Museum



Investigators awaken to find only an hour has passed. If different characters exited the Machine King's Realm at different times (e.g., some died or willed themselves awake prior to the final climactic encounter), they still wake up at virtually the same moment as everyone else. The Museum is still in darkness and all around them is quiet, save for the loud ticking of a clock. Investigators now realize the Museum machine display room is utterly empty. There is no piece of machinery here, real or otherwise. This includes the bomb, whether armed or disarmed. If the bomb was left armed, Investigators only have a scant 5 minutes before it is due to go off.

Rise of The Bomb Beast

Out of the shadows of the display room lurches a gigantic and terrible thing, a fantastic conglomeration of all the machinery in the room given sentience by the Dream Machine Prototype in the case. Now, the Dream Machine, Jopper's bomb mechanism, any guns or equipment which were on the Investigators bodies, plus all the industrial machines from the exhibition have been absorbed into a single conglomerate entity – the Bomb Beast. The mechanical beast is a walking Industrial Steampunk nightmare given life by the remnant power from the destruction of the larger Dream Machine in the Machine King's Realm. It is the last gasp of Hemdale's tinkering with Machines and Dreams and draws on the different makeup of the waking world, taking the power it needs from the millions of sleepers all over the world.

Huge spikes dot the surface of the machine at irregular places. From these spikes drip the blood of Jopper's hired thugs and the guards left in the Museum, all of whom have died attempting to stop the thing. The severed heads of those victims crown the machine in a row of small protrusions. The thing ambulates by forming appendages of machine lumps wherever they are needed. Its weapons are formed in the same way. A blade can be made out of metal warped by dream power, or tubes made to fire the sticks of dynamite out, and a ratchet to fire sparks and ignite the dynamite before it is launched.

The Bomb Beast's single-minded desire is to get to the manufacturing and industrial areas of London and keep absorbing machines. The Keeper can decide its exact initial goal, but a suitable example might be the iron works and other factories in Southwark, south of the Thames.

After five rounds of fending off the Investigators the machine lurches off, crashing through the wall of the Museum and out into the streets. There it begins to absorb any machine it finds. The Beast's first victim is the impoverished



street performer who plies his mechanical barrel organ in the square outside the museum (and sleeps in a nearby doorway). Mere moments after emerging into the open air the monstrosity spies the mechanical musical instrument and makes short work of its owner's protestations, mangling him into a bloody and twisted pulp. The Investigators may witness this horrible death, but even if they do not, they are bound to hear the horrible ear-splitting sounds that the beast belches forth as it absorbs the barrel organ – a low-pitched wheezing "music" at once alien and disturbingly recognizable as a Victorian festive tune.

There is little hope of stopping the Bomb Beast via combat, although it is possible to do so. Investigators are far more likely to succeed if they endeavor to outwit it by discovering its one true weakness. See the box "Defeating the Bomb Beast" nearby. Drawing it somewhere where its actions (and destruction) do not cause carnage to innocent Londoners is also a good idea — perhaps luring it into the Thames might also be advantageous.

Investigators who left Jopper's bomb still active before they departed for the Dream King's Realm may believe that the fact that the live bomb is now part of the Beast will spell its demise without their further action. Such is not the case: just as the dynamite is set to explode, the Bomb Beast will perceive the threat and it will eject the entire bomb apparatus (including dynamite) out of its body straight towards the Investigators. The Beast only has a 55% chance of directly


North
one hundred metres
two hundred feet
The Serpentine
Kensington Gardens
Prince Consort Memorial
Kensignton Rd.
Royal Albert Hall
Prince Consort Rd.
Royal College of Music
Imperial Institute
Imperial Institute Rd.
Queens Gate
Princes Gate
London Science Museum
South Kensington Museum
Hyde Park Barracks
All Saints Ch.
Brompton Oratory
South Kensington Museum
Brompton Rd.
Cromwell Rd.
Gloucester Road St.
South Kensington St.

Defeating the Bomb Beast

The Bomb Beast's own actions should reveal to Investigators the best method of destroying it. For, the greatest strength of the monstrosity – its ability to absorb anything mechanical – is also its greatest weakness. If, for example, it absorbs a device which includes a volume of flammable liquid, it is (at least for a few rounds) vulnerable to being ignited by a flame.

Unfortunately, this works both ways – if it absorbs a material which has protective property, for example asbestos, the Beast will become less vulnerable to certain types of attack for a few rounds. Also, if there is some way that the absorbed materials can be used to attack the Investigators, the Beast can choose to fashion makeshift weapons, at least until such time as the materials have been fully absorbed into the bulk of the beast.

As a general rule, when the Bomb Beast absorbs a device, it takes on advantages, disadvantages and (possibly) temporary attacks for the next five rounds only. The Keeper should make it clear in his or her description of the Beast that it is a mechanical conglomerate whose composition in forever in a state of flux with cogs, gear, pistons, and hammers forever clawing their way to the surface of the seething bulk and disappearing into its hidden depths.

The statistic block on page 56 describes a range of advantages, disadvantages, and makeshift weapons associated with different devices and materials – the Keeper should feel free to also invent his or her own if situations arise that are not covered in that description.

Listed below are some likely mechanical devices that the Bomb Beast is likely to encounter as it rampages through London's streets, along with some possible temporary results.

- ***Delivery Cart or Wagon*** – Beast may manifest Wheels (temporary advantage); if the vehicle was carrying carboys of Carbolic it might manifest *Chemical Flammability* (temporary vulnerability) but also *Acidic Vapour* (temporary attack); if the vehicle held tins of paint the attack might be *Poisonous Arsenic Vapour* (temporary attack); alternatively if contained asbestos cement sheets the Beast might end up *Flame Retardant* (temporary advantage).

- ***Street Gaslight*** – Beast will gulp down a healthy dose of flammable gas that will manifest as an ever-shifting bubbled surface of *Flammable Eruptions* (temporary vulnerability) but also it may pick up *Metal Shards* (temporary attack)

- ***Mechanism in Church Clock Tower*** – Beast will manifest a *Clock Face* (which is disturbing but offers no vulnerability or advantage) but if the device contained sufficient glass the monstrosity may also take on the property of *Brittle Surface* (temporary vulnerability) and perhaps *Glass Shards* (temporary attack). Absorbing the intricate clock workings might temporarily cause the beast to become an item of *Delicate Machinery* (temporary vulnerability).

- ***Steam Train (underground or above ground)*** – Beast will develop *Wheels* (temporary advantage) and be able to emit a *Blast of Steam* (temporary attack). The oily workings will coat it with a sheen which belies its *Flammable Skin* (temporary vulnerability). Its high-pressure internal boiler will offer a small *Explosive Target* (temporary vulnerability) but the thick steel will otherwise make the beast *Bulletproof* (temporary advantage).

- ***Ceremonial Cannon, part of a statue or war memorial*** – Beast can use the massive *Gun* (temporary attack) against its pursuers.

- ***Industrial Wringer or Washing Machine*** – Beast will manifest a horrifying *Mangler* (temporary attack); the large rubber rollers will be absorbed into the beast either giving it a *Rubberized Skin* (temporary advantage although may become *Brittle*, a temporary weakness) or giving it the ability to attack with a *Rubber Spray* (temporary attack).

- ***Industrial Sewing Machine*** – Beast may absorb a batch of parkesine (also known as celluloid), an early plastic used in collars and buttons. This volatile substance bubbles inside it creating *Chemical Flammability* (temporary vulnerability). Giant steel needles allow it to attack with the same effect as *Metal Shards* (temporary attack).

- ***Industrial Loom*** – Beast manifests textile fibres all over its surface which catch on any passing snags creating the opportunity for it to become *Tied Down* (temporary vulnerability).

Players who do not themselves come up with the idea of turning the Beast's powers against it should still be allowed an Idea roll for their Investigators to figure out this important point.

hitting the Investigators with this launched device˜– any Investigators within 2 yards of the bomb's landing place will take 5D6 damage from the explosion. However, even if the beast's aim was not precise, Investigators may well still be damaged by the blast – those 3-4 yards away still take 4D6, those 5-6 yards away take 3D6, those 7-8 yards away take 2D6 and those 9-10 yards away take 1D6.

Whichever way they tackle it, the Bomb Beast provides a formidable opponent and an ugly reminder that not all bad dreams end upon waking.

The Tinkerer Of Dreams

Once the Bomb Beast has been destroyed the Investigators are finally through. With the destruction of the Beast, the individual machines revert to their original forms. Thus morning finds the museum pieces strewn all over the street outside, waiting to be collected. Investigators may retrieve their own equipment, slightly the worse for wear, in the same way.

The following night, the Investigators all have a dream. They see a land that is green and rural and quaint, unchanged for centuries and despite its peculiar horrors, safe from the ravages of the machine age.

In a small village filled with cats stands a little stone cottage. Here in the cottage lives an old man who tinkers with things. He repairs the cartwheels of the villagers, mends their clocks, and is a well-loved and benign figure. The old fellow is clearly absent-minded and indeed cannot remember who or what he is. He goes about his business and even greets visitors as though he has never encountered them before. Despite the look of tranquility and peace on his face, he is instantly recognizable as Lester Hemdale.

Aftermath and Rewards

Investigators who stop Hemdale and end his crushing and oppressive reign over the Machine Realm gain 1D20 **SAN** gain and a decent night's sleep. Those who fail are doomed to return again and again to that blighted Realm in their dreams, until a new group can somehow overthrow the tyrant and save them from the nightmares. Until that day, machinery in the waking world will every now and again come to life, usually with fatal results for those nearby. Every such death the Investigators read about costs them 1/1D3 Sanity Points since they know they are at least partly responsible.



Game Statistics

MACHINE HULKS

STR	35	**Construction Points**	40
CON	n/a	**Damage Bonus**	+3D6
SIZ	30	**Armor Points**	10
DEX	4		
APP	n/a		
INT	n/a		
POW	n/a		

SKILLS: Track 56%, Listen 45%, Spot Hidden 61%
WEAPONS: Major Weapon 60%, Damage See Weapon Description

Note: These things do not have hit points, but instead, Construction Points reflecting the amount of damage they must take before they are destroyed. All Armor Points must first be subtracted from any damage. If any single attack does half a machine's construction points then the machine is considered crippled. It still works but can go nowhere, its mechanism working futilely.

Major Weapons: A Machine Hulk has a major weapon each. There are eight kinds. Damage depends upon the individual weapons. Keepers may roll 1D8 or choose the weapon they wish.

1. *Thresher.* Victim is literally flayed to pieces. Victim has 1D3 rounds to wriggle free or be utterly destroyed.
2. *Slasher.* Weapon is collection of blades. 1D4 blades attack per round doing 1D8 damage each.
3. *Crusher.* Machine opens up and slams Victim within. Victim has 1 round where they may dodge, or be instantly crushed.
4. *Pulper.* As Slasher only with blunt pistoned clubs.
5. *Shudder.* Machine straps Victim to it with **STR** 35 bonds. Then begins to shake until all of Victim's internal organs or destroyed. This process takes 1D6 rounds. Divide Victim's **Hit Points** by number of rounds rolled for damage per round.
6. *Searer.* Machine melts Victims in white hot heat. Treat same as Thresher.
7. *Destructor.* Machine has 1D4 of the above capability
8. *Kingot.* Machine is white hot iron and fires pellets of itself which do 1D10 damage on contact.

THE BOMB BEAST

STR	70	**Construction Points**	50
SIZ	60	**Damage Bonus**	+7D6
DEX	4	**Armour Points**	10
INT	9	**Move**	6

SKILLS: Create Form 90%, Spot Hidden 30%, Grapple 45%, Absorb 95%.

WEAPONS: Club, Limb or Stomp 55%, Damage 1D10+7D6 or Special*

The Beast is essentially just a massive Machine Hulk. The damage is given for a club or other limb, blunt or edged. It also includes stomping or picking itself up on elongated legs and dropping its weight on Investigators.

The Bomb Beast has the ability to absorb any mechanical device into its bulk, for a short time taking on the principal properties and vulnerabilities associated with that device. Abilities and weaknesses gained due to such absorption last only 5 rounds – after that time, the original mechanism has been so broken down and distributed into the bulk of the beast that its original characteristics have no impact on the greater conglomerate monstrosity.

The tables below give some representative examples of how absorbing different types of Victorian-era materials and devices affect the Bomb Beast. The Keeper may wish to expand the list to cater to additional situations. See also the box "Defeating the Bomb Beast" on page 54.

Temporary Attacks

Acidic Vapour Chemicals absorbed by the Beast may be sprayed back as a targeted vapour or spray. Chance to hit is 55%. An acidic chemical spray does 1D6 damage and additional 2 points of damage per round until washed off.

Blast of Steam High-pressure steam within the Beast can be shot out through a nozzle to scald anybody in a tight line of fire. Treat as a weapon with a base attack of 55%, range of 15 yards and damage of 2D6.

Glass Shards After absorbing a sizeable piece of glass, the Bomb Beast may either shoot back glass fragments or melt the glass into fiery ooze. Base chance to hit with either is 55%. Shards of glass do 1D8 damage while liquid glass covers a radius of 4 feet and burns for 1D6 damage and does 1D4 more per round until cleaned off. Base range is 20 feet.

Guns After absorbing a weapon, the Bomb Beast may fire that weapon instead of its normal attack. Base attack chance is 55%; damage, range, attack rate and ammunition as per the weapon absorbed

Mangler After absorbing a machine with a mangler type apparatus, the Beast can incorporate the mechanism into an appendage through which it tries to force its victims. This usually involves the Beast directly chasing after humans and overcoming their **DEX** with its own **DEX**. Damage from being mangled is 2D8.

Metal Shards After absorbing sharp metal, the Bomb Beast may shoot shards back at unwary victims. Base attack chance is 55%, base range is 20 feet, and damage is 1D10 per fragment.

Poisonous Vapour After absorbing a poisonous substance like arsenic (used in an alarming number of Victorian-era paints, dyes, and clothing) the Beast can belch such noxious substances forth as a poisonous cloud. The Beast aims by making a roll against its base attack chance of 55% – success means the cloud is centred upon its chosen victim and he or she plus everyone within a 3 yard radius is subjected to a **POT** 15 poison. A failed attack roll simply means the cloud is off-target; the chosen target must still make a Dodge roll or be caught in the cloud.

Rubber Spray After absorbing a sizeable piece of rubber, the Bomb Beast may shoot a spray of stringy rubberized ooze. Base chance to hit is 55%. Sprayed rubber encasing a victim effectively immobilizes them. It does 1D4 damage and holds the victim with a **STR** of 18 until they can overcome it on the resistance table with their own **STR**. Doing more than 5 **Hit Points** of damage to the rubber encasing an Investigator will also free them but half of any such damage is also taken by the Investigator (whether it successfully breaks the skin or not). Base range is 20 feet.

Temporary Advantages

Bulletproof Absorbing certain impenetrable substances, like thick steel plating or concrete reinforcement will cause the Beast's armour rating to become temporarily tripled.

Flame Retardant Absorbing asbestos or similar flame retardant materials allows the Beast to create a fire-proof skin which makes it immune to attacks from fire, acid or anything similar.

Rubberized Skin If the Beast absorbs a large quantity of rubber it can manifest a rubber skin which not only repels bullets (doubling its current armour) but also may cause such attacks to bounce back at would-be attackers. Any bullet or missile which fails to penetrate the Beast's armour has a 15% chance of striking another nearby target (Keeper's choice). Damage from such a strike is half the normal weapon damage.

A rubber skin is, however, quite vulnerable to perishing, particularly if it comes into contact with oil – any attack which successfully lands such perishing substances on the rubberized skin immediately cancels this temporary advantage, replacing it with the Brittle Surface vulnerability below.

Wheels The Beast normally shambles along at a slow pace, but if it absorbs wheels it can temporarily turn them into a remarkably swift and agile mode of transport. Wheels give the Beast a **Move** of 18 and a **DEX** of 16.

Temporary Vulnerabilities

Brittle Surface Some substances are either inherently brittle (e.g., glass) or may become so if drenched in chemicals. If a substantial part of the Beast's surface becomes brittle then its Armour rating is reduced to one fifth of its former value. Huge chunks of brittle skin will be blown off by any attack which penetrates the armour and cause more than 5 points of damage – such a hole exposes an *Explosive Target* inside the beast (adding that additional vulnerability).

Chemical Flammability If the Beast absorbs any unstable substance it becomes itself unstable. This includes dynamite or certain reactive chemicals. If Investigators wish to deliberately cause the Beast to ingest such chemicals, a successful Science or Chemistry roll identifies the kind of thing needed i.e. peroxides, perchloric acid, high pressure tanks. Investigators can then make a **POW**°2 roll to determine if such a substance or item is to hand. If the chemically unstable Beast takes any damage which penetrates its armour then the substance violently reacts and the Beast is instantly destroyed in an enormous explosion (see below).

Delicate Machinery As noted below, attacks that successfully penetrate the Beast's armour have a small chance of damaging intricate machinery within. If the Beast has recently absorbed an especially delicate mechanism, this likelihood increases significantly. In such situations, the likelihood that penetrating damage incapacitates an important piece of the machine becomes (damage after armour ° 20%)

Explosive Target Inside the Beast there are always a large number of highly reactive chemicals which have the potential to explosively react. Normally, however such internal workings are hidden away behind layers of armour and protection. In some situations, the Beast may absorb an item which inherently has "holes" or other apertures which can make its internals partially exposed. An Investigator who specifically aims at such a small chink in the Beast's armour and who succeeds in a critical firearms roll can shoot directly into the heart of the monstrosity. Such a successful attack bypasses all armour and has a likelihood of exploding the beast equal to (damage ° 10%). See below for the consequences of such an explosion.

Flammable Eruptions If a significant amount of flammable gases builds up inside the Beast, these can manifest as a series of gas bubbles forming across its surface. If any of these ever-moving bubbles is hit with a firearm or flame, it can cause enormous damage. Hitting such a target requires the Investigator to specifically state an intention to aim, coupled with a critical success on a weapons roll. Damage from such an attack is multiplied by 10 but must still subtract the Beast's current armour.

Flammable Skin An oily residue on the outer skin of the Beast may make it temporarily flammable. Any successful application of flame to the Beast's skin will set it alight, causing it to burn for 5 rounds, suffering 3D6 damage each round (from which armour still needs to be subtracted). Any person or other organic matter coming into contact with the Beast while it is alight also has a 90% likelihood of also catching on fire.

Tied Down Some substances absorbed by the Beast cause its surface to become covered with a profusion of rope-like appendages or other long protuberances that can be tied to a fixed object to immobilize the Beast (**Move** is 0). If the Beast is tied down in this way it will not attack but instead spend each round trying to overcome the **STR** of whatever it has been tied to with its own **STR**. If multiple ropes are tied down, the Beast must overcome the combined **STR** of every obstacle to which it is tied. Success means the beast is free.

GENERAL NOTE ON EXPLODING THE BEAST: If the beast somehow explodes due to one of its vulnerabilities being exploited, it erupts into a massive ball of super-heated gas sending jagged pieces of metal in all directions at high velocity. Anyone within 20 feet of the Beast takes 3D6 damage. A successful Dodge can avoid this, provided there is cover to Dodge behind.

GENERAL NOTE ON MACHINERY: Machines are delicate in many ways. If a Machine takes more than 8 points damage from one hit (after armour is subtracted) there is a chance (Damage after armour ° 05%) that the Machine will simply stop working. This applies to Machine Hulks and the Bomb Beast, although in the case of the latter the first such "breakdown" inflicted simply immobilizes the Beast leaving it madly flailing about trying to absorb any machinery within easy reach. The beast can still attack Investigators while in this immobilized state. If a second "breakdown" is inflicted (as described above), the Bomb Beast gives out a final belch of oily smoke and seizes up, never to move again.

YERN, Revolutionary Worker of the Machine Realm

STR	12	**Hit Points**	8
CON	9	**Damage Bonus**	0
SIZ	8		
DEX	14		
INT	15		
POW	13		
EDU	11		
SAN	65		

SKILLS: Fast Talk 45%, Bargain 50%, Orate 66%, Hide 55%, Sneak 87%.

WEAPONS: Fist 35%, 1D3 Damage

STANDARD WORKER

STR	13	**Hit Points**	9
CON	8	**Damage Bonus**	0
SIZ	10		
DEX	11		
INT	12		
POW	10		
EDU	13		
SAN	25		

SKILLS: Work Machine 100%, Hide 45%, Sneak 65%

WEAPONS: Spanner or other Tool 40%, 1D8 Damage

BLAIR, Anarchist and Dreamer

STR	14	**Hit Points:**	11
CON	12	**Damage Bonus:**	0
SIZ	9		
DEX	14		
INT	16		
POW	11		
EDU	17		
SAN	60		

SKILLS: Mechanical Repair 55%, Persuade 86%, Spot Hidden 75%, Sneak 55%, Hide 55%, Debate 65%.

WEAPONS: Fist 35%, 1D3 Damage

Pistol .22 40%, 1D6 Damage

Hurl Invective, Cause SAN roll.

LEAPER

A small Machine Hulk (see above).

Construction Points 20, Armor 5.

Treat Blades as *Slasher* in machine Hulk stats.

LESTER HEMDALE, The Machine King

STR	10	**Hit Points**	15
CON	16	**Damage Bonus**	-1D4
SIZ	15		
DEX	17		
INT	20		
POW	15		
EDU	21		
SAN	0		

SKILLS: Climb 35%, Electrical Repair 75%, History 76%, Psychology 55%, Persuade 65%, Operate Heavy Machine 94%, Mechanical Repair 96%, Geology 59%.

WEAPONS: none

TYPICAL MUSEUM THUG

STR	14	**Hit Points**	12
CON	12	**Damage Bonus**	+1D4
SIZ	12		
DEX	11		
INT	9		
POW	10		
EDU	9		
SAN	15		

SKILLS: Dodge 40%, Intimidation 50%, Hide 35%, Sneak 35%

WEAPONS: Billy club 40%, 1D4+db damage

Gun (1 between all 4 thugs) 40%, 1D8 damage

6 Dynamite sticks 30% to throw, 5D6/2y damage per stick


The
End